The Wayback Machine - https://web.archive.org/web/20260208164536/https://docs.google.com/document/d/1wqb5aXTUGlL1oxjfD2aeTxi...

Base Rules

would not care about this remotely, except for would not care about thTTRPGis remotely, except for

Neopets TTRPG: Public Beta 1

January 2026

Welcome to the Neopets TTRPG Playtest: Beta 1! Thank you very much for agreeing to help us playtest this system – it means a lot to us, and your feedback will help shape this system to be the best that it can be.

We have curated a subset of what we've been working on to get your feedback on it: enough to run a working mock session, though with some of the customization locked down to streamline the process of getting started. There are considerably more features that will roll out later.

Here is all the information you will need to know in order to get started… we think. If you have any questions about any of the rules, please don't hesitate to reach out to one of the Mechanics Team members in the Neopets TTRPG Discord:

- macosten (Discord Username: macosten)
- Rabbit (Discord Username: writerrabbit)
- Rhys (Discord Username: rhystanner)

Feedback Form: https://forms.gle/pgTUcADgUWzAhCBW6

Beta Character Sheet can be found here:

Disclaimer:
This document is a work in progress, and property of Geekify, with license under Neopets®. Ideas, feedback, and submission by users and players become the subsequent property of Geekify and may be used without reservation - users relinquish any claims of ownership. This document is subject to change and doesn't necessarily reflect final published form.

Changelog

Many things have changed since the last time we played together! Here's a quick list of the most notable changes:

- **Spells** have been replaced with **Powers**. The rules for Powers are largely the same as those for spells, except a few powers are explicitly nonmagical.
- **Feats** have been renamed **Perks**.
- Short rests have been removed from the game. What previously would have been called a long rest is now just a **rest**, and is the only form of resting.
- Skills are no longer strongly tied to a single ability score. If the situation permits, you may be able to use one of a few ability scores to make a given skill check. (There's more information about this in the rules.)

This work includes material from the System Reference Document 5.2.1 ("SRD 5.2.1") by Wizards of the

- Coast LLC, available at https://www.dndbeyond.com/srd. The SRD 5.2.1 is licensed under the Creative
- Commons Attribution 4.0 International License, available at https://creativecommons.org/licenses/by/4.0/
- legalcode.

Basic Terminology

This document is meant to a¶

¶

ccommodate TTRPG players of a wide variety of experience levels. As such, while we have adopted many of the terms used by other systems, we don't expect everyone to know the jargon by heart. Here are a few of the most important words you'll need to know:

- ***Advantage*** - When you have *advantage* on a die roll, roll the die twice and use the highest of the two results. This is known as "rolling with advantage."
    - Multiple instances of advantage stack with each other. For example, if you have two instances of advantage on a given roll, you will roll three dice and take the highest result. Advantages are canceled out by disadvantages on a 1 to 1 ratio. This is different from other TTRPGs you may be familiar with.
- ***d#*** - A lowercase "d" followed by a number (e.g. d6) means a die with that many sides. See the list of die sizes for more information later in this section.
- ***Disadvantage*** - When you have *disadvantage* on a roll, roll the die twice and use the lowest of the two results. This is known as "rolling with disadvantage."
    - Multiple instances of disadvantage stack with each other. For example, if you have two instances of disadvantage on a given roll, you will roll three dice and take the lowest result. Disadvantages are canceled out by

advantages on a 1 to 1 ratio.This is different from other TTRPGs you may be familiar with.

- ***Rest*** - Resting is a special type of action that a character can take with the GM's permission. A rest is a period of extended downtime that is at least 8 hours long. During a rest, a character sleeps for at least 6 hours and performs light activity for no more than 2 hours. Examples of light activity are reading, talking, eating and drinking, or standing watch. A Rest is stopped by the following interruptions:
    - Rolling Initiative
    - Casting a spell other than a Trick
    - Taking any damage
    - 1 hour of walking or other physical exertion
    - A character can resume their rest immediately after an interruption. If they do, that rest requires 1 additional hour per interruption to finish.

  At the end of a rest, a character regains all lost hit points, and regains all Stamina Points. A character may not benefit from the effects of more than 1 rest in a 24 hour period. Characters must have at least 1 hit point at the start of the rest to gain benefits from it.
- ***Power*** - A Power is a special action that you (or another character) can use if you have unlocked it. Powers typically allow your character to do something magical or mighty that they wouldn't normally. Powers always cost some amount of in-game action resources.
    - Anything that would have previously been a spell is now a Power, but some things that were not spells before are Powers now.
- ***Perk*** - A Perk is a character feature that either functions as a passive ability or as an extra choice added on to another action or Power. Perks come from a wide range of sources, such as from Species, Color, training and more.
- ***Remarkable Item*** - Any item imbued with a magical property that would set it apart from a mundane or common item, such as a weapon, piece of armor, or jewelry. Remarkable items tend to sell much more than their mundane counterparts, especially if they have rare enchantments on them.
- ***Mundane Item*** - Any item that does not possess a magical quality to it.
- ***Bonded*** - If you've taken the time to forge a particular bond with your Petpet, that Petpet becomes bonded to you. You can only be bonded to one Petpet at a time. Your bonded Petpet will accept commands both inside and outside of battle more precisely and closely than most other creatures will.

Die Sizes

The Neopets TTRPG uses dice of varying sizes. Two characters in the same situation may end up rolling two differently-sized dice depending on the circumstance. You will need the following dice to play this game:

- d4 (four-sided die)
- d6 (six-sided die)
- d8 (eight-sided die)
- d10 (ten-sided die)
- d12 (twelve-sided die)
- d20 (twenty-sided die)

There will be times where you need to “increase” or “decrease” the size of the die you are rolling by one size. When increasing the size of a die, go down this list by one line. For example, a d6 increased by one size is a d8. When decreasing the size of a die, instead go up the list by one. For example, decreasing a d6 by one size would make it a d4.

If you would increasse the size of a d20, roll that d20 with advantage instead. For each additional size you would go up from there, roll an additional time, taking the highest of all the rolls.

If you would decrease the size of a d4, roll that d4 with disadvantage instead. For each additional size you would go down from there, roll an additional time, taking the lowest of all the rolls.

Gameplay Introduction

The Game Loop

No matter what situation you find yourself in while travelling through the many lands of Neopia, the game will unfold in this basic pattern:

1. **The Games Master describes what’s happening.** The **Games Master**, or GM, will tell the players what their characters are experiencing as they enter a new scene. For example, the GM may describe what the players observe around them (their environment or some treasure on the ground), what’s currently happening to them (an ambush or someone asking a question), or anything else that’s appropriate for the current scene.

2. **The players describe what their characters do.** It's important that each player has a chance to do something with their characters. Characters will take turns performing game actions to defeat opponents during combat, but players can do all sorts of different activities outside of combat as well. It's the GM's responsibility to make sure every character has a chance to impact the game and its story, even if specific characters might get varying amounts of attention throughout a given scene.
3. **The players and GM describe how the scene changes.** Many of the things a character does will be simple to describe. If a character tries to open a treasure chest, the GM might describe the sound of the chest's hinges creaking as the loot inside is revealed. Perhaps the chest is locked or opening it triggers a nearby trap. In situations like these, the GM might ask the player to use their character's skills to influence what happens next.
    - The results of Step 3 will allow the GM and other players to make decisions of their own, bringing the game back to Step 1.

Ability Scores

Every creature in Neopia has five base **ability scores** that measure their physical and mental capabilities. Each ability score has a minimum value of 1 and no maximum value, though not every ability score will have much effect past 41.

Strength

A measure of a creature's physical power to move objects and put weight behind attacks. This includes the strength of their convictions and the force of their personality.

Defence

A measure of a creature's physical ability to withstand damage and perceive the world around them. This includes the ability to insulate their mind from distractions and the accuracy of their suspicions.

Agility

A measure of a creature's quickness, reflexes, and athleticism. This includes their ability to think quickly, reason, and be creative.

Endurance

A measure of a creature's physical health, magical resistance, and Hit Points. This includes their wisdom, memory, and wealth of experience.

Magic

A measure of a creature's magical power and the force they can muster with magical attacks. This includes their intuition, magnetism, and their insight into the unknown.

Rolling Dice

When something happens in your game with an uncertain outcome, you'll need to roll a die to figure out how that event resolves. The game will use one of a variety of dice, depending on the event in question.

The Dice Ladder

The following table describes the **dice ladder:** the 'ranking' of dice, seen here from largest at the top to smallest at the bottom.

Dice Ladder Table
d20 (20-sided die)
d12 (12-sided die)
d10 (10-sided die)
d8 (8-sided die)
d6 (6-sided die)
d4 (4-sided die)

Certain effects ~~in the game~~ may ask you to increase or decrease the size of a die. To do this, move the die 'up' the ladder that many times to increase its size or 'down' the ladder that many times to decrease its size. For example, increasing a d6's size by one changes it to a d8, and decreasing a d6's size by one changes it to a d4.

Dice cannot become larger than a d20 or smaller than a d4. If you would increase a die's size higher than a d20, such as increasing a d20's size by two, you instead roll that d20 with that many advantages, which is explained below. Decreasing a die's size lower than a d4 works in the same way, but you roll with that many disadvantages instead.

Advantage and Disadvantage

You may also be prompted to make a die roll with **advantage.** To do this, make the relevant die roll with an additional die roll for each advantage you have, then choose the highest result from among those rolls to determine the outcome. Rolling with **disadvantage** functions the same way, but you choose the lowest result instead.

Suppose you roll a d6 with one advantage. When you do so, you roll the single d6 as well as one additional d6, provided by the advantage, for 2d6 total. If the results of your rolls are 5 and 3, you would choose 5 because it's the higher of the two. However, if you roll the same result with one disadvantage, you would instead choose 3 because it is the lower result.

If the results of both rolls are the same, such as both of them rolling a 4, you would choose the result from either roll, regardless of whether you had an advantage or a disadvantage.

Advantages and disadvantages that affect the same roll will cancel each other out. For example, rolling a d6 with two advantages and one disadvantage would add two dice (making 3d6) and then remove one die, leaving only one extra die for the final roll (2d6). Because the remaining die is from an advantage, you would choose whichever result is higher.

Percentile Dice

In certain situations, such as rolling on a table, you may need to roll **percentile dice**: a d100. This works differently than a normal roll and is done by rolling two different d10's, where one is designated as the tens place and the other the ones place. The result is then combined to determine the percentile number. For example, if the tens place die rolled a 4 (interpreted as a 40) and the ones place die rolled a 2, the result of the percentile roll would be '42'.
0
This d100 doesn't appear anywhere on the dice ladder—you can't increase the size of a d20 into a d100, and you can't increase or decrease the size of a d100 at all.

There may be times when the game mentions a percentage chance of something happening, and it may not always be cleanly expressible with one of the other game dice (for example, a 33% chance). In these situations, you should roll a d100. If the result is less than or equal to the percentage chance of the event, the event happens.

Skill Proficiency and Expertise

Being **proficient** in a given skill allows you to increase the size of the die you roll by one size from the base size of your corresponding ability score die. For example, if you're proficient in Intimidation, you will roll a d10 when making Intimidation checks with your Strength score, but your Athletics checks using your Strength score will still use a d8 (unless you're also proficient in Athletics).

Having **expertise** in a skill is a step up from having proficiency in it. Increase the size of your corresponding ability score die one additional time. For example, if you have expertise in Arcana, you're making that check with your Magic score, and your Magic Die is a d10, roll a d20 instead.

Anatomy of a Die Roll

When the game calls for the roll of a die, follow these steps:

1. **Start with the appropriately sized die.** Remember to take into account any increases or decreases to the size of the die you are about to roll. The default die sizes for each ability score can be found on the following table:

When your ability score is…	…you roll a…
1-10	d4
11-20	d6
21-30	d8
31-40	d10
41+	d12

2. **Roll the die.** You generally want to roll as high a number as possible. If you had advantage or disadvantage on that roll, roll an additional number of times as appropriate (see 'Advantage and Disadvantage').
3. **Apply any appropriate modifiers.** Some things will add or subtract a specific number to the number you roll.

    - A Remarkable Item, such as a magic sword, may grant you a +2 bonus to attack rolls made with it. This bonus is added to the final result of the die roll.
    - A curse may subtract from a roll when making specific checks, such as a -3 penalty to an attack roll. This penalty is subtracted from the final result of the die roll.
4. **Compare the result to a target number.** All die rolls have a **target number** the roll's results are compared against. If the total value of your roll combined with all modifiers is greater than or equal to the target number, your roll succeeds. Otherwise, it fails.

Ability Checks

As you adventure in Neopia, your GM may have you perform an **ability check**. An ability check represents a character's attempt to overcome a challenge, such as pushing over a heavy boulder, sneaking past a guard undetected, or persuading an innkeeper to lower their prices for a night's rest. The rules or your GM will call for an ability check when your character does something other than attack that has a chance (but not a certainty) of failing in a meaningful way. The die you roll will then determine the result of that action.

For each check, your GM will determine which ability is appropriate to use. They will also determine the **Difficulty Class** (DC) of the check. The more difficult the task, the higher the DC.

This table shows typical DCs for ability checks:

Difficulty	DC	Difficulty	DC
Very Easy	2	Hard	6
Easy	3	Very Hard	8
Medium	4	Nearly Impossible	10

When To Make Each Check

This section explores in more detail how each ability and constituent skill are most commonly used.

Ability Score Checks

Sometimes you'll take a course of action that doesn't rely on a particular skill but does rely on some aspect of your character. These situations will call for making an ability score check.

- **Strength** represents your character's raw strength, athletic training, and bodily power. A Strength check may be made to lift, push, pull, or break something, to force your body through a confined space, or to otherwise resolve a situation with brute force. The Strength ability may also be used for checks to force open a closed door, break free of restraints, tip over a statue, push through a narrow passage, hang on to a vehicle while being dragged behind it, or stop a boulder from rolling.
- **Defence** represents the capacity to sense the world around you and protect yourself from harm. Defence checks can be used to interpret the body language of others, find objects in the environment, and remain hidden while others search for you.
- **Agility** represents dexterity, reflexes, and balance. Agility checks involve moving nimbly, quickly, and quietly, as well as keeping footing in difficult situations. Your GM may call for an Agility check to control a cart on a steep descent, steer a chariot around a sharp turn, pick a lock, disable a trap, tie up a prisoner, escape restraints, play an instrument, or craft a detailed object.
    - **Initiative** is a special kind of Agility check. At the start of combat, each participant makes an Agility check to determine the order in which creatures take their turns. For more information about this, see the Combat section of this Document Tab.
- **Endurance** represents your overall constitution, stamina, and vital force. Your GM may call for an Endurance check if you attempt to hold your breath, march or work for hours without rest, go without food or drink, survive without sleep or rest, or down an entire drink on one gulp.
- **Magic** represents your magical capacity, as well as your ability to enrapture others through your actions. A Magic check can be made to determine your judgement about the intentions of others and to determine if you can entertain others with your actions.

Skill Checks

Skill checks can be made using an ability score appropriate to your situation.

There may be times when a given skill will make use of different ability scores because of the context you find yourself in or how you use the skill.

For example, if you're putting on a magic show, your Performance checks might use your Magic score, but if you later find yourself in a wrestling match, your Performance checks might use your Strength score.

You can argue why you should be able to use one ability score or another for a given skill check, but the GM will have the final say in deciding which checks use which ability scores.

- **Acrobatics** determines your ability to stay on your feet in tricky situations, like running across ice, balancing on a tightrope, or staying upright on a ship's deck during a storm. This skill is also used for attempts to perform acrobatic stunts, like dives, rolls, somersaults, and flips.
    - Suggested ability scores: Agility, Strength
- **Arcana** determines your capacity to recall lore about Powers, magical items, Remarkable Items, arcane symbols, magical traditions, and the planes of existence beyond Neopia's Material Realm.
    - Suggested ability scores: Magic, Endurance
- **Athletics** determines your capacity to overcome obstacles while climbing, jumping, or swimming. Common examples include scaling a sheer cliff, resisting an attempt to stop you from clinging to a surface, jumping an unusually long distance, or staying afloat in rough waters.
    - Suggested ability scores: Strength, Agility
- **History** determines your capacity to recall lore about historical events, legendary people, ancient kingdoms, past disputes and wars, and lost civilisations.
    - Suggested ability scores: Endurance, Magic
- **Insight** determines if you can see the true intentions of others, such as deducing if they're lying or predicting their next movements. Doing so involves gathering clues from body language, speech patterns, and changes in mannerisms. You may also use an Insight check to interpret the behaviours of Petpets and other creatures.
    - Suggested ability scores: Defence, Magic
- **Intimidation** determines if you can influence another through overt threats, hostile actions, and outright violence. Common examples include getting information from a prisoner, convincing thugs to back down from a fight, or using a weapon to convince someone to reconsider a decision.
    - Suggested ability scores: Strength, Endurance
- **Investigation** determines your capacity to find clues in the immediate area. You may deduce the location of a hidden object, discern from the appearance of a wound what kind of weapon created it, or determine the weak point of a tunnel that might make it collapse.
    - Suggested ability scores: Defence, Magic

- **Medicine** determines if efforts to heal an injured companion are successful or if you are able to diagnose an illness correctly.
    - Suggested ability scores: Endurance, Defence
- **Nature** determines your capacity to recall information about terrain, plants, wild beasts, the weather, and natural cycles.
    - Suggested ability scores: Endurance, Defence
- **Perception** determines if you can spot, hear, or otherwise detect the presence of something. It measures your general awareness of your surroundings and the keenness of your senses. Common examples include noticing a hidden object, trying to hear a conversation through a closed door, or spotting thieves lying in a bush on the road ahead.
    - Suggested ability scores: Defence, Endurance
- **Performance** determines if you can successfully delight an audience with music, dance, acting, storytelling, or some other form of entertainment. You may also use a Performance check when attempting to deceive others through your actions.
    - Suggested ability scores: Magic, Strength, Agility
- **Persuasion** determines if you can successfully influence another creature with your tact, social graces, or agreeable nature. Persuasion is typically used in good faith to foster friendships and exhibit proper etiquette. Common examples include convincing a guard to let you see someone in authority, negotiating peace between warring parties, or inspiring a group of hopeless townsfolk. You may use a Persuasion check when attempting to convince others through your words or attempting to bring Petpets into line.
    - Suggested ability scores: Strength, Agility
- **Sleight of Hand** determines your capacity to trick others with quick movements, like planting an object on someone else or concealing an item on your person. This skill is also used to lift a coin purse off another person or slip something out of someone's pocket.
    - Suggested ability scores: Agility, Magic
- **Stealth** determines your capacity to conceal yourself from enemies, slip past guards, get away without being noticed, or sneak up on someone without being seen or heard.
    - Suggested ability scores: Defence, Agility
- **Survival** determines your capacity to follow tracks, hunt wild beasts, guide your group through the wilderness, identify signs of dangerous creatures in the area, predict the weather, and avoid natural hazards.
    - Suggested ability scores: Endurance, Strength

Passive Checks

Sometimes your GM may wish to determine the outcome of a roll in secret, without players knowing a roll has taken place. For example, they may roll to determine if characters notice a hidden trap or monster. In such cases, the GM may make a **passive ability check**, which does not involve rolling.

When you make a passive check, your 'roll' is always equal to half the maximum value of your relevant die. Each advantage provides a +2 bonus, and each disadvantage provides a -2 penalty.

- You make a **passive Arcana** check when you want to identify a Power that is being used on you in the moment or upon entering a passive area of magical effect to notice and identify it. Use your Magic Die to calculate this. If you succeed, you identify the Power involved. If you fail, you might discern the element associated with the Power involved, or you might get no special insight.
- You make a **passive Perception** check when there is some hidden danger, like a trap or monster, that you have a chance to notice. Use your Defence Die to calculate this. If you succeed, you notice the hidden danger. If you fail, you remain unaware of it.

Group Checks

If a number of creatures are attempting a task together, the GM may ask for a **group check**. To make a group check, all participants make an ability check and add their results together. That sum is compared to the group check's DC. If the sum is greater than or equal to the DC, the group passes the check.

Group checks are best used in situations where a party succeeds or fails as a whole, such as when avoiding hazards in dangerous terrain.

Contests

Sometimes an ability check does not exist in a vacuum. Another creature may be attempting their own ability check to achieve the same task first, or to achieve the opposite effect. In these cases, a special form of ability check known as a **contest** is used.

All participants in a contest make their appropriate ability checks, including applicable modifiers, bonuses, and penalties. However, instead of comparing checks against a DC, the totals are compared against each other. The participant with the highest total wins

the contest and achieves their intended goal. If the contest results in a tie, the situation remains the same as if the contest had not taken place. Depending on the context, that may mean that everyone involved fails in their efforts.

Hiding

When you attempt to hide, you make a check using the Stealth skill. Until you are discovered or stop hiding, this check is contested by the Perception check of any creature searching for you.

You are unable to hide from a creature that can currently see you. If you make noise, your position is revealed. An invisible creature cannot be seen and may hide at any point. Signs of its passage may still be noticed, however, as well as sounds it makes.

In combat, most creatures stay alert for signs of danger, so if you come out of hiding and approach a creature, normally it will notice you. Your GM may allow you to remain undetected if your enemy is distracted and grant you advantage on your attack, if needed.

While hiding, there is a chance someone will spot you even if they are not actively searching for you. The GM determines if this happens using the passive Perception of those creatures versus your Stealth check.

Factors such as lighting may also impact the ability of others to spot you while hiding. Areas that are lightly or heavily obscured are harder to see in.

Willingness

Sometimes, the same effect can be a great help in one context and a terrible disaster in another.

An **unwilling** creature is a creature that does not agree to an effect that would act upon it. For example, a creature targeted by the *Obliterate* Power that doesn't want to be obliterated would be considered unwilling.

A **willing** creature is a creature that does consent to an effect that would act upon it. For example, a creature targeted by the *Colourise* Power that does want its colour changed would be considered willing.

Some Powers or other effects may differ when the creature(s) involved are willing versus when they are unwilling.

Just because a target is willing doesn't mean that you don't need to roll to see if the effect takes place; you might be able to convince someone to stand still while you fire upon them with a crossbow, but you still need to hit them. Your GM will have the final say in which scenarios will require rolls and which will not.

Saving Throws

A **saving throw** (also known as a **save**) represents an attempt to resist an effect of some sort, like a Draik's fiery breath or a mind control Power. Typically, you don't make a saving throw because you want to.

You can choose to fail a saving throw if for some reason you are a willing target for the associated effect.

Like with ability checks, saving throws also have a Difficulty Class. The DC of a saving throw is either determined by the appropriate ability score of the character causing the effect, or it's mentioned by the effect itself.

If your roll meets or exceeds the save's DC, you succeed on that save. Sometimes this is called 'making' the save. Otherwise, if your roll is lower than the DC, you fail the save.

The result of a save is always mentioned in the effect that caused it. Sometimes, making a save allows you to escape an effect completely, but other times it only partially mitigates the effect.

Attack Rolls

An **attack roll** represents an attempt to attack an enemy or other target using a weapon. This roll determines whether your attack hits or misses and how much damage it does. Your GM could also call for an attack roll in other situations, like if you try to shoot an apple balanced on your friend's head with a crossbow.

More information about attack rolls can be found later in this Document Tab, in the Combat section.

Lifting and Carrying

Your Strength score determines the amount of weight you can manipulate.

- Your carrying capacity for items outside your inventory is your Strength score multiplied by 10, which is expressed in pounds of weight. You can't add an item to your inventory if you can't carry it.

- Equipped items such as bags, armour, weapons, and shields count towards your carrying capacity.
- You may push, drag, or lift an object that weighs up to twice your carrying capacity. This is your Strength score multiplied by 20, expressed in pounds of weight. While pushing or dragging weight in excess of your carrying capacity, your speed is reduced by 5 feet.
- Large creatures may bear more weight, and tiny creatures carry less. For each size category above Medium, carrying capacity and drag, push, and lift capacity are doubled. For a Tiny-sized creature, those capacities are halved.

Corner Cases

Sometimes it might not immediately be clear what is supposed to happen, as one or more rules might contradict each other. These tidbits will help resolve many odd situations you might come across:

1. **Specific beats general**. There are many basic rules that govern what can generally happen in a game. Sometimes certain game elements, like a Remarkable Item, a Power, or a Perk, may contradict a general rule. When a contradiction like this takes place, the *specific* beats the *general*. For example, if you cast a *specific* Power that lets you breathe underwater, then you can breathe underwater, even though that goes against a *general* rule that says you cannot.
2. **Round up by default.** Sometimes, you will be asked to divide or multiply a number. You should round this number up, even if the remainder would be less than half, unless that rule or effect says otherwise.
3. **The Games Master has the final word.** As the main steward of the game and story, and trusting that they will use their best interpretation of the rules and good-faith judgement, the GM ultimately has the final say in a rules dispute or how an event resolves. Players will certainly be more creative than the rules can ever take into account, so it's up to the GM to fill in the gaps!

Create-a-Pet

Before you begin your adventures in the wide world of Neopia, you must first create a Neopet.

You may build your Neopet however you wish, in consultation with your GM. You'll choose some attributes with specific game mechanics, such as your species, colour, and particular skills. Other attributes are limited only by your imagination, such as your character's personality and backstory. Over the course of your adventures, you'll have

the opportunity to build your character further through roleplay, training, and interaction with the other characters in the world.

As you begin creating your Neopet, first think broadly about what kind of character you would like to play. Are you a skilled and courageous warrior? A master of magic? A bit of both? Have you been an adventurer as long as you can remember, or are you a homebody at heart on a specific quest for someone?

You may also wish to ask the other players in your game what kinds of characters they are building. Perhaps your party needs a good healer or a skilled tracker. If other characters have particular weaknesses, it's often a good idea to account for them with your own character's strengths.

Once you have some ideas in mind, begin building your character according to the steps below. You'll likely want to keep track of your ability scores and skills on some kind of **character sheet**, whether it be physical or digital, formal or informal. You may also wish to create some art of your Neopet, so other players can know what they look like.

Step 1: Species & Colour

For many players, selecting the perfect species-colour combination is one of the most important parts of creating a Neopet. There are 56 **species** to choose from, each of which has its own unique abilities, such as built-in armour or the ability to see well in the dark. You can find complete information on each species in **the Neopet Species Document Tab**. Check with your GM about whether they have any restrictions on playing rarer species with more limited populations, such as Poogles or Tonu.

In **the Neopet Colours Document Tab**, you'll find a list of every **colour** you can paint your Neopet. Common colours like Blue or Brown might offer a small bonus, such as a minor boon from a Faerie. Rarer colours like Desert or Royal might change more about your character, such as giving you the ability to fly or speak a new language.

Note that some GMs only allow players to start with common colours or restrict characters to species-colour combinations that exist on Neopets.com. Other GMs allow players to build their dream pet from the beginning. Check with yours to see whether hunting down that perfect Paint Brush will be one of your adventuring goals.

Regardless of the species and colour you choose, there is always room for individual expression. Maybe your Neopet dyes their mane a bright blue or has one neon green eye. Maybe you've earned some scars in your battles or have a beautiful tattoo on your

shoulder. If your character has a disability, you can make it part of the game mechanics (perhaps your wings are flightless) or leave details like that specifically to roleplay.

In Neopia, species and colour aren't fixed entities. Magical items all over the world offer Neopets the chance to change either or both—for the right price. Think about whether your species or colour is intrinsic to your character or whether your adventurer likes to mix it up.

Make a note on your character sheet of the Perks, ability score changes, and Affinities that come from your species and colour. And keep an eye on them—many of them will change if you drink a Morphing Potion!

Note that your Neopet's species is different from its **creature type**. All Neopets have the Neopet creature type, but certain colours can give them additional creature types.

The Creature Types are: Aberration, Construct, Faerie, Jelly, Neopet, Petpet, Plant, Primordial, and Undead. All creatures have at least one creature type, but some can be more than one type at a time. Some creatures also have tags (in parentheses) that further categorize them. A future playtest may include more detailed information about this.

Step 2: Perks & Powers

Adventurers are not ordinary Neopets. They are often local heroes or inspired wanderers with unusual talents. Your character's **Perks** make those talents concrete, and you unlock them with **Level Points**.

Perks come in several types: Combat, Crafting, Social, and more. Each one comes with its own Level Point cost and sometimes other prerequisites.

When you create a new character, you have 50 Level Points to spend on backgrounds, Perks, and Attribute Score increases. The specifics of which Perks you can buy with your Level Points are detailed in **the Neopet Perks Document Tab**, and you can browse the Powers available to characters in **the Neopet Powers Document Tab**.

You'll gain more Level Points as you adventure in Neopia, and you might even earn additional bonuses and Perks after helping out a Faerie or completing a course at a training school.

Step 3: Ability Scores

Every Neopet has certain **Ability Scores**, which determine how successfully (or not) you are able to execute certain tasks in the game. There are five base scores: **Strength, Defence, Agility, Endurance,** and **Magic.**

To determine your starting scores, use the following numbers: 5, 15, 15, 15, 25. Assign those numbers in any order to your **Strength**, **Defence**, **Agility**, **Endurance**, and **Magic**. Afterward, add any additional ability score bonuses you earned from your species, colour, and Perks.

These ability scores will decide what size of die you will use for each part of your journey, and will go up and down over time. Be sure to keep track of this, so you know when it's time to upgrade the die you use to roll for a given ability score!

Species Customisation
Most species increase one of your ability scores by 4 points or two of your scores by 2 points each. As an alternative, if your GM permits it, you may instead distribute 4 ability score points however you wish.

Each ability score encompasses certain physical traits and intangible traits. You may wish to assign numbers based on the type of character you intend to play. For example, you might want a high Magic score for a skilled Power user. Or you may wish to play against expectations. There's no reason that a swordsman couldn't have low Strength and Defence, after all…

Hit Points

Your character's **Hit Points** (HP) determine how well they are able to endure combat and other dangerous situations. Your starting maximum HP is equal to twice your Endurance score.

Depending on your species, Perks, and other factors, your maximum HP may increase beyond your Endurance score.

Be sure to keep track of where your HP comes from to avoid confusion if something changes about your Neopet. Your HP maximum may decrease if you change species.

Armour & Resistance Class

Your Neopet's **Armour Class** (AC) and **Resistance Class** (RC) determine how much damage they can avoid before it affects them. They have innate armour and resistance classes based on their Ability Scores, but certain species, Perks, or items can offer additional protection.

Your Neopet's base AC is equal to half the maximum value of your Defence Die, and their base RC is equal to half the maximum value of your Endurance Die.

Take note of whether your Neopet's species offers natural armour or whether you are wearing armour that should add to your AC or RC.

If you try to wear armour you are not proficient in using, you will incur penalties for using it. See the **Neopet Items Document Tab** for more information.

Stress

From time to time, your Neopet may come across something distressing or an event that is hard to come to terms with. This is represented by your Neopet's Stress Meter. This meter goes from 0 to 5, and starts at 2.

Many effects mention increasing a character's Stress. To do this, add that number to your Neopet's Stress Meter, up to a maximum of 5. Losing Stress works the same way, but by subtracting to a minimum of 1 instead, unless that effect specifically mentions that it can reduce your Neopet's Stress to 0.

Stress can have special effects on your character if their Stress gets particularly high or low. When your Neopet's Stress Meter changes, the effect associated with their new Stress level immediately replaces the effect associated with their previous Stress level.

The following table shows what effect each level of Stress has on a character:

Stress	**Effect**
0	Increase the die size you use to make Skill Checks by one. If you make an attack roll or deal damage, you gain one level of Stress.
1	No effect.

2	No effect. You start here.
3	No effect.
4	You're getting desperate. If you roll to hit a target using an attack or Power, you can choose to add your *Desperation* and increase the size of the die roll by one. If you roll a 1 while using *Desperation*, you gain one level of Stress.
5	You're reaching your boiling point. You have disadvantage on skill checks, saving throws, and any dice rolls made when using a Power.

There are a number of effects that mention gaining and losing Stress, but not all of them will be included in this playtest.

Stamina Points

Your character may have taken special Perks that take more effort than usual. This extra power comes from **Stamina Points** (SP).

Every character starts with a maximum of 3 SP, but you can buy or earn increases to this maximum over time.

SP is used for a variety of things, including using Powers and certain Perks.

You regain all expended SP upon completing a rest.

Proficiency

Your species, Perks, and homeland will sometimes offer you **proficiency** in certain skills and tools.

When you roll for something you are proficient in, you may roll one die size larger than the base ability die.

If you would increase your die size beyond a d20 this way, instead roll the d20 twice and take the highest number. Roll the d20 an additional time for each further die size increase.

Depending on the choices you make while making your character, you may be able to add your proficiency to:

- Weapon attacks
- Power attacks
- Saving throws
- Skill checks
- Checks made during roleplay, such as cooking food during a rest or performing in front of a crowd

Elemental Affinity

- **Elemental Affinity** shows how connected your Neopet is to the elements that make up Neopia. These elements are Fire, Water, Earth, Air, Light, Dark, Life, and Spectral.
- When creating a character, your affinity in these elements is determined by your Species and Colour, but you can choose to add 1 point in an element of your choosing based on your personality. Each Elemental Affinity otherwise starts out at 0 but can be increased by doing tasks for powerful beings around Neopia.
- Your Elemental Affinity for each element will determine how much extra damage you can do with Items and Powers matching that elemental type, as well as how resistant you are to the effects of an opposing element.

Step 4: Additional Features

After determining your ability scores, you'll want to flesh out some of the personal details of your character.

Homeland

Every Neopet comes from somewhere, and that somewhere is certain to have an impact on their backstory and how they interact with the world. Choose a **homeland** from the options in the Homelands table in **the Neopet Origins Document Tab**. If you want your character to come from somewhere else not listed in the Homelands table, such as the wilds of Neopia, discuss it with your GM.

You may choose freely from the list for your homeland, even if your chosen species of Neopet is most associated with a specific land or nation. All species of Neopets can be found all across Neopia.

Your homeland generally stays the same throughout the game. Some GMs may allow you to change your homeland during play, so remember to track these changes if they do occur.

Locals to your homeland will generally recognise you as native and feel an inherent kinship with you. So long as you don't give them reason to fear or mistrust you, they will be more willing to help you than the denizens of less-familiar lands may be.

Languages

Neopia is full of diverse **languages**. Some are widely spoken across the planet, while others tend to be restricted to certain species or lands.

Your starting species and homeland will determine which languages your Neopet speaks and understands. If you are given a choice of language, you should select one you think you may encounter often. If your GM allows, you can choose a rarer language instead.

Many of these languages are spoken in several dialects across the lands of Neopia. Neopets who speak different dialects of the same language can understand each other.

Common Languages

Language	Typical Speakers	Language Notes
Maraquan	Maraqua and ports across Neopia	Maraquan is characterised by a guttural sound that resonates differently above water to below. It has a higher level of consonants and glottal stops in its words, making it challenging for those raised speaking Neopian to master.
Neopian	Common language across all of Neopia	This is usually presented as British English, though any language common to the group can be substituted.
Qasalan	In Qasala, the wider Lost Desert, and ancient desert ruins	Qasalan uses complex hieroglyphics in its written form, which often use straight lines in their formation in comparison to Sakhmetian. Spoken Qasalan predominantly uses suffixes instead of prefixes.
Roo	On Roo Island and among Blumaroos across Neopia	The Roo language is tonal, and some linguists believe the tones originated from the natural vocal changes produced by speaking while bouncing.
Sakhmetian	In Sakhmet, the wider Lost Desert, and ancient desert	Sakhmetian uses complex hieroglyphics in its written form, with spoken Sakhmetian using simple, often three-letter roots to form more complex

Language	Typical Speakers	Language Notes
	ruins	words.
Tyrannian	In Tyrannia and the oldest ruins in Neopia	This language uses basic, often monosyllabic sounds as words, interspersed with grunts.
Xinyu	In Shenkuu and ports across Neopia	Xinyu is characterised by short words with open syllables suitable for quick speaking in ports and compounded words to build meaning.

Rare Languages

Language	Typical Speakers	Language Notes
Grundo/Kreludan	Among Grundos across the galaxy, as well as on Kreludor	Grundo is an alien language characterised with sharp, velar sounds and pronounced sibilants. The level of importance this plays in their lives varies, but most Grundos given a name in Neopian will keep their Grundo name out of respect for their home and culture. However, native Neopians often find the Grundo language confusing, as it is read right to left.
Faerie Tongue	Faeries, spoken primarily by scholars and new Faeries	The Faerie Tongue includes many more vowels than Neopian, and the length of these vowels can change the meaning of the word. In contrast, the Faerie Tongue lacks many of the consonants from Neopian.
Lutarian	On Lutari Island and among Lutaris across Neopia	Lutarian has many more consonants than Neopian, and words often contain complex consonant clusters. Some words are so complex they form entire sentences by themselves.
Moehog	Among Moehogs across Neopia	The Moehog language is made up of a complex series of grunts and squeals.
Mynci	Among Myncis across Neopia	The Mynci language is characterised by its use of elongated vowel sounds as words.
Tuska	Among Tuskaninnies across Neopia	Tuska consists primarily of various types of clicks and whistles. Other species can and do learn to speak it—but only infrequently.

Personality

Every Neopet is complex, but there are often one or two **attributes** that seem especially characteristic of a particular person. These are the primary attributes that shine through while meeting someone new, that drive your actions and decisions, or that fuel your ideals and values. They're also the source of your biggest flaws.

In the game, attributes come in pairs. These are two sides of a single coin—the virtue and the vice or the natural state and the state under pressure.

For example, you might be brave when you're feeling your best but reckless when you feel helpless or trapped. You might be adaptable when well-slept but fickle when distracted.

If you're not sure what your character's personality should be, choose two attribute pairs from the options in the Neopet Origins Document Tab. These will serve as your primary personality attributes and help shape and contextualise the many other facets of your character's personality.

Background

Every good story needs a backstory. If you already have a complete character in mind, talk with your GM about any questions you have or any details you might like to include in the game once you begin playing.

If you need some inspiration, consider the many **backgrounds** Neopets are able to wear. Perhaps you wear an Artist Studio Background because you completed an apprenticeship with a famous sculptor or an Ultimate Battlefield Background in honor of your years as a champion duelist in your local Battledome. You can find some suggested stories based on particular background items in the Neopet Origins Document Tab.

Background Items
Your background describes what kind of person you were before you began adventuring, but some GMs allow it to be no more fixed than your species or colour. If you encounter a background item in your travels, you can swap your background and its story for a new one. Who might your character have been in the Usukicon Y11 Background strand of the multiverse?

Name, Age, Height, & Weight

Think about how you wish to be known in the world. You might choose a **name** that would sound familiar in your homeland or to Neopets who share your profession. Or you might prefer something new and unique to set yourself apart.

Basic physical attributes like **age**, **height**, and **weight** are largely up to you. Your species or colour will determine your character's **size class**, or the amount of physical space they take up on the game board.

Beyond that, the details are up to you. Are you lean and strong? Big and tall? Short and stout? Are you a wizened old Neopet who's still painted Baby or an Elderly Neopet who's only 18 years old? The possibilities are endless.

Gender & Sexuality

You may play a Neopet of any **gender** or **sexuality**. There are no mechanical differences based on any of these choices.

You are free to present your gender and/or sexuality in any way that suits your character. For example, you may find yourself playing a Uni that uses he/him pronouns but is painted Royalgirl.

Before roleplaying romantic encounters with other characters, it's important to know what content everyone at the table is comfortable with. We advise that players begin campaigns with a Session 0, where they can discuss questions related to this, including:

- How much romance is okay 'on-screen' before the scene needs to fade to black?
- How much sexuality is okay 'on-screen' before the scene needs to fade to black?

We are planning on putting a Session 0 Guide into the final book, but we are counting on you to do this yourselves for the Playtests!

Step 5: Setting Out

You will start with a set amount of Neopoints, which can be spent on starting **equipment**, such as weapons, armour, a magical staff, or tools of your trade.

Your inventory can only hold 50 items at a time. If you carry more than 50, you'll start to accrue penalties until you can sell the extra items. You can find more information on your inventory in the **Neopet Items Document Tab**.

Once your bag is packed, it's time to set off on your adventures. Most Neopian adventurers don't travel alone. Instead, you'll likely work with a **party**: a group of characters with diverse skills who can help you tackle the many obstacles you'll face on your journey. Your first session together will likely begin with a chance to roleplay how your characters first meet and why they're invested in the group's first quest.

After Creation

Most campaigns start new characters with 50 Level Points. As you progress through your adventure together, you'll gain experience in combat, diplomacy, and more. With that experience come additional Level Points, each of which can be spent to unlock new Perks or increase your ability scores. Each time you spend Level Points, your character will change in new and exciting ways!

Once you select a Perk or ability score improvement, be sure to update any other ability scores that may be affected by your choice, such as Hit Points or die sizes.

Starting Late

More experienced players may wish to start with more experienced characters. If your GM gives you a specific starting number of Level Points, build your character from a base as usual. Then, add Perks and ability score improvements as you spend the additional Level Points, just as you would when advancing over time.

If you join an existing campaign late, your GM will probably ask you to do this so that your character is at the same level as the others.

Adventuring

Neopia is a world of vast, untamed wilderness, with hidden tombs and dangerous ruins littering the landscape. Those brave and powerful enough to overcome such perils are often rewarded with riches, powerful items, and celebrity in Neopian society.

This section outlines the basic rules surrounding your life as an adventurer. Generally, the rhythm of the game is as follows:

- Your GM describes the environment.
- The players describe what they want to do.
- Your GM describes the outcome of those actions.
    - Your GM will normally monitor the party's progress across Neopia on maps detailing their positions and explain each new area the party encounters from their notes.

Time

Your GM is responsible for determining the time a given task will take to complete. However, the scale on which your GM keeps time will vary depending on the context. It takes around a minute to creep down a hallway or to check for traps in the area and around 10 minutes to fully search a room for treasure or items of note.

When exploring wide-open areas, such as cities or the wilderness, a scale of hours may be appropriate, while for particularly long journeys a scale of days may be better suited. As discussed previously, within the fast-paced nature of combat, action is described in seconds.

Movement

Often your GM is able to summarise your movement outside of combat without calculating the exact distance or travel times to keep the flow of the game going. However, sometimes it is important to know how long it takes to get from Point A to Point B. The rules for determining this rely on the speed of a character and the terrain they are travelling over.

Speed

Every being in the game has a speed expressed in the number of feet it can move in 1 round. This figure is based on the idea of short bursts of movement in the heat of the moment, rather than extended, long-distance marathons. Outside of combat, there are other rules determining how much ground a character can cover.

Special Types of Movement

Adventuring is a complex business, and one can rarely just walk into a location. Climbing, crawling, swimming, and jumping are all common forms of movement an adventurer must master.

Climbing, Swimming, and Crawling

While climbing or swimming, each foot of movement costs 2 feet of speed—or 3 feet in difficult terrain—unless the character has a specific climbing or swimming speed. At your GM’s discretion, climbing a slippery vertical surface or one with few suitable handholds may require an Athletics check. Similarly, gaining any distance in rough water may require an Athletics check.

Jumping

Your Strength determines how high and far you can jump, which are fittingly called **High** and **Long Jumps**.

When you make a **High Jump**, you leap into the air a number of feet equal to 3 + half the maximum value of your Strength Die if you move at least 10 feet prior to making the jump. When you make a standing jump, you may only jump half that distance, rounded down. Either way, each foot travelled while jumping costs 1 foot of speed. In some situations, your GM may allow you to make an Athletics check to jump beyond your normal limit. You may also extend your arms above yourself while you jump, allowing you to reach a distance up to the height of your jump + half your height.

When you make a **Long Jump**, you cover a number of feet up to half of your Strength score if you move at least 10 feet immediately before making the jump. When you make a jump from standing, you may leap only half that distance. Either way, each foot travelled while jumping costs 1 foot of speed. This rule assumes the height of the jump does not matter. At your GM's discretion, you must succeed on a DC 3 Athletics check to clear a low obstacle. Otherwise, you hit it. If you land in difficult terrain, you must succeed on a DC 3 Acrobatics check to stick the landing. Otherwise, you fall prone.

Activity While Travelling

While travelling through the dangers of the wilds, some of your party may be able to perform actions to aid the group.

Stealth

While travelling at a slow pace, characters are able to move stealthily and attempt to surprise or sneak by other creatures, provided they are not out in the open.

Noticing Threats

The passive Perception scores of characters are used to determine if anyone in the group spots a hidden threat. Your GM may decide only characters in a particular rank may spot certain threats—for example, perhaps only characters in the back rank are able to spot a stealthy pursuer.

If the GM determines the group encounters other creatures while travelling, it is up to both groups as to what happens next. One group may decide to attack the other, run away, initiate a conversation, or wait to see what the other group does first.

If the group encounters a hostile creature, the GM will determine if either group is surprised at the start of combat. Rules surrounding surprise are discussed in the Surprise subsection of the Combat section.

Other Activities

A character who turns their attention to another task while travelling is not alert to danger, and their passive Perception scores do not contribute to the group's chances of spotting threats. However, they can help in other ways.

- A character may attempt a Survival check to prevent the group from becoming lost while travelling. Your GM will determine when the check is needed.
- A character may draw a map if they have suitable materials. This will help the group get back on track if they become lost. No ability check is needed to make such a map.
- A character may make a Survival check to track the movements of another creature. Your GM will determine when the check is needed.
- A character may make a Survival check to seek out sources of food or water. Your GM will determine when the check is needed.

Splitting Up

Sometimes, particularly if you wish to have a character scout ahead, it makes more sense to split the group up rather than travel together. The group may split into multiple parties, each capable of moving at different speeds and a different marching order if needed. However, doing so means in the event of an encounter, the group is split into multiple different parties.

Be very careful when doing this—not only will this make your character(s) more vulnerable, but it is more difficult to run a campaign with multiple parties, as not all players will be active at a time in such a scenario.

The Environment

The nature of adventuring means your character will be venturing into some of the most dangerous locations Neopia has to offer. This is no quick trip to **Usukiland**. This section details some general ways in which characters interact with the environment.

Falling

A fall from a great height can cause serious injury and, in some cases, even death. At the end of a fall, a creature takes 2 physical damage for every 10 feet it falls, up to a

maximum of 40 for falls of 200 feet or more. A creature lands prone from a fall unless it manages to avoid taking damage by some means.

Suffocating

A breathing creature may hold its breath for a number of minutes equal to half the maximum value of their Endurance Die. When a creature runs out of breath, it can survive without oxygen for a number of rounds equal to half the maximum value of their Endurance Die. At the start of its next turn following this, it drops to 0 Hit Points and is dying.

This rule does not apply to creatures that do not need to breathe, such as Constructs or the Undead.

Vision and Light

Most of the vital tasks of an adventurer, such as noticing threats and responding to them, rely on a character's capacity to see well. Darkness and other effects that can impair vision are an adventurer's bane.

Areas that are not well lit are obscured, and the level of darkness determines how it impacts characters:

- **Lightly obscured: dim light, patchy fog, or moderate foliage.** Within such areas, creatures have disadvantage on Perception checks that rely on sight.
- **Heavily obscured: darkness, opaque fog, or dense foliage**. Within such areas, creatures effectively suffer the blinded condition.

Light modifies how well an area can be seen and determines if it is obscured or not. There are three levels of light:

- **Bright Light.** This allows most creatures to see normally. Even gloomy daylight is classified as bright light, as is the light from torches, lanterns, fires, and other sources of illumination. Such sources normally specify the radius in which they shed bright light.
- **Dim Light.** These are places of shadow that create a lightly obscured area. Dim light is usually a boundary between bright light and darkness. Twilight and dawn also count as dim light, as does the light of a full moon. Sources of dim light typically specify the radius in which it is shed.
- **Darkness.** These create heavily obscured areas. Darkness occurs on most nights, even those with a clear moon, provided it is not full. Any enclosed area that is not lit is also in darkness, as well as those covered by magical sources of darkness.

Blindsight

A creature that has blindsight can perceive its surroundings with senses other than sight, up to a specific distance. Creatures that naturally lack eyes or navigate by echolocation or other heightened senses typically have this ability.

Darkvision

Many creatures that regularly experience dark conditions learn to adapt to them and gain darkvision as a result. This allows creatures to see in darkness as if it were dim light, up to a specific distance. However, darkvision does not allow the sense of colour, and vision in such areas is usually shades of grey.

Tremorsense

A creature with tremorsense can detect and pinpoint the origin of vibrations within a specific radius, provided the creature and the source of the vibrations are both in contact with the same ground or substance. Tremorsense cannot detect flying or incorporeal creatures.

Truesight

Some creatures possess a magical means of vision that allows them to perceive things as they truly are, up to a specific distance. Truesight allows creatures to see normally in both regular and magical darkness, to automatically see invisible creatures and objects, to detect visual illusions and succeed on saving throws against them, and to perceive the true form of any shapechanger or creature affected by shape-changing magic. Additionally, creatures with truesight are able to see into the Spectral Realm within the specified distance.

Food and Water

Characters who do not eat or drink their normally required amount begin to see the impact on their bodies. This typically cannot be remedied until a character eats or drinks the required amount.

Food

A typical Neopet needs 1 pound of food per day but may make food last longer by surviving off half rations. Half rations count as going half a day without food.

A character may go without food for a number of days equal to 3 + half the maximum value of their Endurance Die. At the end of each day beyond that limit the character gains 1 level of hunger. A normal day of eating resets the count of days without food to 0.

Water

A typical Neopet needs one gallon of water per day in normal conditions or two gallons per day in hot weather. A character who drinks less than half of their required amount gains 1 level of Stress. A character who drinks more than half their required amount but less than the full amount must succeed on a DC 6 Endurance saving throw or suffer 1 level of Stress.

Interacting with Objects

In general terms, when a character interacts with an object in the game, it is simple to resolve. The player describes what they want to do, and the GM describes the result. For more complex actions, the GM may require the player to pass an ability check in order to succeed.

Characters may also attempt to damage objects with their attacks or Powers. Objects are immune to dark and poison damage but can otherwise be impacted by both physical and magical damage. Your GM will determine the AC or RC of an object, as well as how many Hit Points it has. Some kinds of objects may have resistance or immunity to certain kinds of damage or some kinds of attacks.

Objects will always fail Strength and Agility saving throws and are immune to effects that require other forms of saving throws. When an object falls to 0 HP, it is destroyed. A character may attempt to break an object outright using a Strength check. The GM determines the DC for this check, depending on the type of object.

Social Interaction

The life of an adventurer can’t all be lopping the heads off vicious monsters. Sometimes you might need to talk to someone, and that can be just as much a fearsome task as staring down a Werelupe.

Social interaction can take many forms, from threats to flattery. Your GM will assume the roles of any non-player character (NPC) you interact with. In general terms, the attitude of an NPC can be considered either friendly, indifferent, or hostile. Friendly NPCs are predisposed to helping you, while hostile NPCs are more likely to stand in your way.

Roleplaying

Roleplaying is at the heart of the game. Throughout your adventures, you are playing the role of your chosen character. While this is expressed in combat through the Perks you unlock, the weapons you use, and how you deploy them, it comes into greater

focus during social interactions. Your character's quirks, mannerisms, backstory, and personality influence how interactions will resolve.

There are two approaches to roleplaying that can be used to assume the role of your character. Most players will use a mix of the two, depending on the situation. This is a personal choice, and you are free to find a balance that works best for you.

Descriptive

In this approach, you describe a character's actions and words to the rest of your group. Imagine it as if you were narrating a book in the first or third person. This includes:

- Describing your character's emotions and attitude
- Focusing on your character's intent and how it is perceived
- Providing as much embellishment as you feel comfortable with

This is an ongoing process you will learn as you experience more of the game. There is no right or wrong way to do this. As long as you focus on what your character would do in a given situation, describing what you see in your mind, you are doing well.

Active

In this approach, you show the rest of your group what your character is doing. Imagine this approach more like taking on the role of the character as an actor would on a stage. You may speak with your character's voice or echo their actions and body language.

This approach is more immersive than descriptive roleplaying but may still require you to describe things that cannot be reasonably acted out.

Results

Your GM will take your description of your actions and use them to decide how NPCs react. Your GM may also freely switch between both descriptive and active roleplaying while narrating the results.

Ability Checks

Throughout social interactions, ability checks serve as markers of success or failure. While roleplaying can alter an NPC's attitude towards you, your GM will often require checks to more formally determine the outcome of interactions.

Paying attention to skill proficiencies and ability score modifiers is often key to success in social situations. It is common for parties to select a member to be their 'face' to speak to NPCs, as they have the most relevant conversational proficiencies and, therefore, the greatest chance of success. However, you may also wish to select

different party members to speak with NPCs based on the context and what skills are likely going to be required.

Resting

No one can run about swinging their sword all day. All Neopets need rest to sleep, eat and drink, tend their wounds, recharge their magical abilities, and prepare for further adventuring.

A rest is a period of extended downtime that is at least 8 hours long. During a rest, a character sleeps for at least 6 hours and performs light activity for no more than 2 hours. Examples of light activity are reading, talking, eating and drinking, or standing watch.
A rest is stopped by the following interruptions:

- Rolling Initiative
- Using a Power that costs any SP
- Taking any damage
- 1 hour of walking or other physical exertion

A character can resume their rest immediately after an interruption. If they do, that rest requires 1 additional hour per interruption to finish.

At the end of a rest, a character regains all lost Hit Points, reduces their Stress by 1 level, and regains a number of Stamina Points, according to their hunger.

A character may not benefit from the effects of more than 1 rest in a 24-hour period. Characters must have at least 1 HP at the start of the rest to gain benefits from it.

Petpets

Neopia is filled with wild beasts that roam the wilderness and frolic in meadows. Known as Petpets, many of these creatures have been domesticated by Neopets and serve as farm stock, mounts, and steadfast companions to adventurers.

Petpets can be found all across Neopia, often making their nests and dens in wooded areas or in the depths of dungeons. Petpets are often territorial, and most will be aggressive when characters intrude into their domains. Domesticated Petpets can be found in most urban areas and farmland, and they are often offered for sale at markets in villages and larger settlements. Many types of Petpets are native to particular lands and are more likely to be found there. However, Petpets often roam far and wide or escape captivity in foreign lands. It is not impossible to find a Petpet far from its natural habitat.

Equipping Petpets

Most Petpets can bond with their Neopet owner to serve as a companion in their adventures. If a creature with the Petpet type cannot be used in this way, its description will normally say so. Petpets do not bond with just anyone and cannot simply be picked up and used freely. They must first learn to trust and respect their new owner. This process is similar to attunement for Remarkable Items.

A character must spend at least 1 hour of a rest in close contact with their Petpet in order to bond with it. If the Petpet is a wild creature that must be tamed, a character must instead spend an entire rest in close contact with it in order to bond. A Petpet may only be bonded to 1 Neopet at a time. If a different character bonds with a Petpet, the bond with the original Neopet is lost. Additionally, by default a character may only be bonded to 1 Petpet at a time. In order to maintain the bond once it is forged, the Petpet must be active in the field. If a character stows or otherwise removes a Petpet into their inventory pouch or a similar storage, the bond with the Petpet is lost.

Typically, only juvenile Petpets may be bonded with. Giant Petpets that have grown to their mature form have become set in their ways and cannot learn to follow the directions of new owners. The exception to this are Giant Petpets that have been domesticated to be trained and sold as mounts. However, they can only be used as mounts and offer no additional functionality or bonuses.

At your GM’s discretion, you may be able to catch and tame Giant Petpets you come across in the wilds of Neopia.

Catching a Wild Petpet

If a Petpet that can be bonded with is reduced to 0 Hit Points using non-lethal damage, it can be knocked out instead of killed. After a Petpet has been knocked out in this way, a character may make a Persuasion check while feeding the Petpet a piece of food to determine if the Petpet will trust and follow the character. The DC of this check is 3 + half the maximum value of its Defence Die. This check can only be attempted if the character is not presently engaged in combat, as the chaos of the battle will startle the Petpet and cause it to become aggressive again.

If a character passes their check, the Petpet can then be bonded with or sold at market. A wild Petpet fetches roughly half the number of Neopoints when sold, thanks to its untrained nature.

Using a Petpet

A Petpet may become a companion to their bonded Neopet and will accompany them in adventures across Neopia. A Petpet shares initiative with its owner in combat and acts on their turn. A Petpet also shares its owner's pool of AP. A Petpet's owner can spend the AP required to take an action to have their Petpet take that action.

If a Petpet isn't issued any commands on a turn, they will remain on guard, but will not take any actions that cost any AP by themselves. They may still take Reactions, like Opportunity Attacks, per their owner's command. Those reactions will still cost AP from their shared AP pool.

Generally, a Petpet will attempt to stay within 60 feet of its owner unless it is given a specific instruction to stay in position or head to a different location. If a Petpet spends more than 30 days without being in contact with their owner, the bond between the two is broken.

Petpets are capable of performing simple actions outside of combat, such as pulling or pushing a lever, knocking an object over, or fetching an object they can fit within their mouth.

If their owner is knocked unconscious or dies, a Petpet will prioritise defending the owner's body over any other instructions unless they have been specifically commanded not to. If the owner's ghost form after dying moves on and the character dies a final death, the bond with the Petpet is broken, and it will no longer stay with them. Most Petpets lack the ability to use items that can return a Neopet to life, but an average Petpet is capable of fetching help to do so if instructed by the character's ghost.

Petpets are living beings and require rest and rations to exist. A Petpet requires half as much food and water as a standard Neopet per day and must take periods of rest as a Neopet would.

Combat

Violence isn't always the answer, but sometimes it might be. Be it a friendly duel in the Battledome, a skirmish on the outskirts of town, a betrayal by your allies, or an all-out war between kingdoms, combat happens all over Neopia. Some characters will charge the battlefield with magic or sword in hand, ready to strike head-on. Others will linger behind the lines, using Powers or nocking arrows.

Initiative

In practice, a battle is a flurry of simultaneous action. In the game, a typical encounter takes place over the course of several rounds, with each combatant taking a turn in sequence. This sequence is called the **initiative order**, and each cycle represents about 6 seconds of actual battle time, all taking place at once.

The initiative order is determined at the start of each encounter. When battle commences, the GM will ask everyone to roll an Agility check. They will then rank the results for every combatant, and turns will proceed from highest to lowest, in the same order for each round. Ties can be broken or negotiated among allies, as your GM instructs.

Surprise

Sometimes a rogue sneaks up on you, a mage zaps you while invisible, or an Alabriss tramples through a sleeping camp. When this happens, the attacker strikes with **surprise**.

Before the first round of combat, the GM will state if anyone is attacking with surprise. Those who are will get a free turn, in initiative order, against their opponents. Once all the surprise turns are complete, the first round of combat begins.

To determine if anyone is striking with surprise, your GM will compare the Stealth checks of anyone who is hiding with the passive Perception checks of opposing creatures. Any creature that doesn't notice the hidden threat will be surprised.

Action Points

There are all kinds of things you might try during combat. You might attack with a weapon or use a Power. Hide or help a friend. Plan with an ally or taunt an enemy. Drink a potion, take to the skies, or simply run away.

You have a pool of **Action Points (AP)** that determine how much you can do within a single round of the initiative order. You start with 3 AP, and you can increase your pool by unlocking certain Perks as your character advances.

Every action you take depletes a certain number of AP, and your pool replenishes at the beginning of your turn.

You typically begin combat with a full AP pool. If you are being attacked with surprise, you will begin combat with 0 AP, but your AP will replenish once all surprise turns are complete.

No action may ever cost fewer than 0 AP to perform. It doesn't get better than free!

Keep in mind that some Powers or Perks may give you additional actions to take on your turn beyond the options below.

Attack – 1 AP

One of the most common actions during combat is an **attack**. Be it with weapon, body, or magic, attacks follow the same general format, described in the 'Attacking' section below.

Use Power – Varies, determined by Power or effect

Wielders of might and magic alike spend much of combat **using Powers**. Each Power costs a certain number of AP, a certain number of Stamina Points (SP), and a certain length of time to charge. The Neopet Powers Document Tab explains the rules of Powers.
You can spend a portion of your turn using a Use Power or helping an ally use a Power. In both cases, you will need to use a Use Power action.
Even if you spend a Use Power action on an Attacking Power, it is considered a Use Power action and not an Attack action.

Move – 1 AP

You use your **Movement** to travel across the battlefield. How far you can go is determined by your character's speed and the terrain in which you find yourself. You can only use one type of movement (walking, swimming, flying, etc.) per Move action. For more details about movement and terrain, see the 'Moving' section in this section.

Help – 1 AP

Everybody needs a little **help** sometimes. You can spend some of your turn focusing your efforts on assisting an ally within 5 feet of you. You must specify a particular task. Until your next turn, a creature you have helped gains advantage on the next ability check related to your chosen task or until the start of your next turn. This includes attacks—for example, you may draw attention away from an ally, so their next attack is made with advantage.

Hide – 1 AP

You can focus your attention on staying out of sight of your opponents. While you are **hidden**, you have advantage on attacks, and your opponents have disadvantage when targeting you. You give away your position if you do attack, however, and lose this bonus after the attack concludes.

Note that acting deliberately to hide is different from seeking cover. For more detail on finding cover and hiding, see the ‘Hiding’ section in this section.

Disengage – 1 AP

In order to hide, you may first need to **disengage** from a battle in front of you. You will still need to use a move action to flee after disengaging.

If you disengage, your opponent does not get to make an opportunity attack against you. If you leave a fight without disengaging, you do risk such an attack. For more information, see ‘Opportunity Attacks’ in this section.

Search – 2 AP

From time to time, you may need to **search** for something in the middle of a conflict. Doing so costs 2 AP because it requires significant detailed attention in the midst of a distracting environment. You’ll also need to make any ability checks requested by your GM to determine if your search is successful.

Retrieve from Inventory - 2 AP

You are not going to be carrying everything in a convenient manner, no matter how magical your inventory. Any item that is not equipped to your character will take time to **retrieve** from your bags. It’s always important to be prepared!

Plan – 1 AP + Cost of planned action

Sometimes you just need perfect timing. You can spend an extra AP to set up the perfect strike, block, or Power for the perfect context.

To do so, simply announce what it is you’re **planning** to do and roughly when you expect to do it. For example, you might wait to strike until the leader is within your range, or you might wait to move until an ally needs help.

Your action still costs its usual amount, in addition to the 1 AP plan penalty, and it remains active until the start of your next turn. If you haven’t reacted by then, you can set up the action once again or do something different.

Skill Check – 1 AP

If you want to do something a little outside the box that requires you to make use of one of your **skills**, you can take this action to see if it turns out the way you want.

To do so, announce the skill you wish to make use of and the course of action you wish to take. For example, you could use your Intimidation skill against a faraway enemy in an attempt to get them to stop fighting – or you could do the same with an enemy you have in a headlock.

The GM will have the same amount of control over the specifics of your course of action as they would outside of combat. For example, the GM could impose disadvantage on a skill check made to do something especially difficult but still possible.

After finalizing your course of action, make a skill check with the stated skill. Whether you succeed or fail, the GM will then describe what happens next.

Reaction – Determined by reaction

This special type of action can be taken either before or after your turn, provided you have enough AP remaining. Specific Perks and Powers allow you to use **reactions** to react to certain events, like the use of a Power or being hit with an attack. Unlike the plan action, reactions can be taken on the fly and do not need to be arranged in advance.

Opportunity Attack – 1 AP (Reaction)

This is a special kind of melee attack you can only make when your combatant starts their turn next to you and moves away without using a Disengage action first. This counts as a kind of Reaction, and is different from a regular Attack action.

Repeating Actions

Doing the same action over and over again in a short span of time is difficult. Each time you repeat an action, it costs 1 additional AP.

For example, your first attack costs 1 AP, but your second costs 2 AP. Similarly, if you want to disengage from one fight, move away, attack someone else, disengage from them, then run away, it'll cost you a total of 7 AP.

You can repeat actions as many times as you can afford.

Free Actions

Certain minor actions can be performed without spending any of your AP. This includes things like drawing a sword, reading a mundane scroll, or taunting an enemy.

If such actions begin to take up substantial time, such as having an extended conversation with an ally, your GM may require you to spend an appropriate number of AP after all. Keep in mind that a round of combat lasts about 6 seconds—there's only so much you can say in that time!

Attacking

Every attack, regardless of the source, follows a simple structure:

1. Choose a target in range.
2. Make an attack roll using the relevant die size.
3. Determine if the attack hits and how much damage is done.

Range

Each Power or weapon has a particular **range**, and you can only choose a target within that distance.

Most melee weapons can only attack within 5 feet, though some have a longer reach. Powers may be restricted to only what you can touch, or they may be able to reach dozens of feet or more.

Ranged weapons often have two numbers listed. The first indicates the normal range for the weapon. The second indicates the long range, in which you can still reach targets—but only with difficulty. You have disadvantage on attacks between the shorter- and longer-range limits. You also have disadvantage within 5 feet of your target, since ranged weapons are harder to use in close quarters.

Attack Rolls

Whether you hit or miss depends on the power and accuracy of your attack:

- Melee Weapon Attack = Strength Die
- Ranged Attack = Agility Die
- Power Attack = Magic Die

To make an attack:

1. Roll the corresponding attack die.

2. Compare that number to the target's **Armour Class (AC)** for melee and ranged weapons or **Resistance Class (RC)** for Powers. If the roll is lower, the attack misses. If it's equal to or higher, the attack hits.
3. If the attack is a hit, add your weapon's damage value to the difference between your die roll and the opponent's AC/RC. This is the amount of damage your attack deals.
4. If you hit with a magic weapon or a magical Power, add an amount of matching elemental damage equal to the matching Elemental Affinity score.
5. Apply any damage resistances or immunities your target may have. For more information, see 'Resistance, Vulnerability, and Immunity' in this section. An attack is still considered a hit if this step reduces the damage to 0.

Additional Modifiers

You should take note of whether your equipment or character features provide any additional penalties or bonuses to your attack rolls. For example, you may win a fine sword from a Faerie that offers a +2 to its attack rolls. Other effects may give you a penalty to your attack roll.

Your GM will also tell you if you have a particular advantage or disadvantage on a given attack.

Armour & Resistance

Every target has a certain ability to take a hit. For physical attacks, this is called **Armour Class (AC)**. For magical attacks, it's called **Resistance Class (RC)**. Both are determined by a combination of stats and equipment:

- AC = half the maximum value of Defence die (+ modifiers)
- RC = half the maximum value of Endurance die (+ modifiers)

A character's Armour and Resistance Classes are commonly modified by items, such as breastplates and magic robes; by Perks, such as Unarmoured Defence; or by Powers, such as *Mystical Skin*. Other circumstances, such as cover or Stress, may add additional bonuses or penalties.

Resistance, Vulnerability, and Immunity

There are a number of different types of damage a weapon or Power can inflict. Certain creatures (or objects) are more or less susceptible than average to particular **damage types**.

A creature (or object) that has **resistance** to a damage type takes reduced damage of that type. This is noted as a number, and damage is reduced by that amount. One who has a **vulnerability** to a damage type takes that much additional damage.

Example: Three Neopets are in range for a *Fireball* to strike. The Power does 28 fire damage to the Aisha with no special reaction to fire, 23 damage to the Shoyru, who has 5 points of fire resistance, and 33 to the Zafara, who has 5 points of fire vulnerability.

Resistance and vulnerability can partially or fully cancel each other out. Take the vulnerability number and subtract the resistance number to get the final modifier. For example, 2 points of dark resistance combined with 1 point of dark vulnerability will result in a total of 1 point of dark resistance.

A creature that has **immunity** to a damage type takes no damage of that type whatsoever. This overrides any vulnerability to that type.

Damage Types

Here are all the types of damage you'll find in the world of Neopia:

- **Physical** – Nearly all damage that has its root in the material world. This is damage from clubs, spears, swords, paws, tails, etc.
- **Fire** – The power of the sun's rays, the campfire's warmth, or the forest's burning.
- **Water** – The power of the rising tide, the winter wind, and bitter frost.
- **Earth** – The raw power of the ground or of plant matter.
- **Air** – The power that rides the wind, fuels the breath, and screams the thunder.
- **Light** – The power that illumines the senses—or blinds the eyes with a searing radiance.
- **Dark** – The power that sees within, guiding the intuition—or preying upon the mind itself.
- **Life** – Anything that drains, or even steals, the very life force of an individual.
- **Spectral** – The condensed force of the old magic itself, used as a weapon.
- **Poison** – Damage from venoms and toxins, whether found in plants, potions, or the bite or breath of a creature.
- **Shock** – Damage from lightning, electricity, and static, both natural and magical.

Grappling

You may use the attack action to make a special attack known as a **grapple**, where you attempt to hold another creature in place. You can only grapple targets that are no more than 1 size larger than you, and you must have at least 1 free hand.

To attempt a grapple, make an Athletics check that is contested by the target's choice of their Athletics or Acrobatics check. If you win the contest, the target suffers the grappled condition.

You may release a target from a grapple at any point without using an AP to do so.

If you move while grappling a creature, that creature moves with you, being dragged or carried. However, unless the creature is 2 or more sizes smaller than you, this effort halves your maximum speed.

Shoving

You may also use the attack action to make a shove instead, pushing a target away from you or into danger. Targets of your shoves can be no more than 1 size larger than you and must be within your reach.

To attempt a shove, make an Athletics check, contested by the target's choice of an Athletics check or an Acrobatics check. If you win the contest, you may either push the target 5 feet away or knock them into the prone position.

Hiding

The expert warrior uses their environment to their advantage.

Cover

When you duck behind a wall, a tree, or some other conveniently placed obstruction, you have **cover** from attacks on the other side. If your body isn't fully blocked, your opponents will still be able to target you with attacks, but you'll be harder to hit and will gain a bonus to your Armour Class or Resistance Class.

If your body is at least halfway blocked, you have **half cover**: increase your AC/RC by 2 against attacks you have cover from.

If your body is fully blocked by your improvised shield, you have **total cover**. You can't be targeted by most attacks if you have total cover from them.

Cover can't protect you from most Powers that target large areas or from opponents that manage to sneak around your barrier to attack you directly.

Staying Out of Sight

You can also attempt to slip **out of sight** of your opponents entirely. You might hide in a nearby hedge, run away into a dark area, or use a Power that grants you invisibility. However you hide, you gain some advantages if you're successful.

Attackers have disadvantage against hidden targets, whether they're tracking by sound or simply guessing a location. (If you guess wrong, you miss automatically.)

Similarly, hidden attackers have advantage against their targets. Attacking gives away your location, however, since your target can trace the direction of your strike.

Opportunity Attacks

When you are engaged with an attacker, it's difficult to break away without leaving yourself open. If you are within an opponent's reach when you turn to hide or retreat, they'll get one last **Opportunity Attack** against you. They take this Opportunity Attack by making an Attack action. Likewise, you can strike a foe fleeing from within your reach.

Opportunity attacks don't apply when you are moved as a side effect of something else, such as an explosion, a Power, or teleportation. You can also avoid opportunity attacks by spending some of your energy actively disengaging from the fight by using the disengage action.

Moving

When you take the move action on your turn, choose a movement type. For the rest of your turn, you can move up to your movement speed for that type.

Your movement may be walking, jumping, climbing, swimming, or even burrowing or flying if you have access to it.

You can only grant one type of movement per Move action. For example, if you use a Move action to walk on your turn, you must use another Move action to swim on that same turn; you can't walk and swim using the same Move action, since those are two different movement types.

You can spend the movement granted by your Move action as you wish on your turn, even if you want to do something in the middle of moving. For example, you can use a Move action to gain 30 feet of walking, spend 15 feet of it to walk to an enemy, attack on that enemy, and then spend the remaining 15 feet to walk to another enemy.

Creatures that can fly must be aware of the risk of falling. If they are knocked prone while flying, they will fall unless magically held up.

If you don't have a specific climbing speed or swimming speed, use your walking speed, but each foot of movement costs 2 feet of speed (or 3 feet in difficult terrain).

You can't move through space occupied by an unwilling creature.

If you have any movement left unused at the end of your turn, it is lost. You can't use it on your next turn.

Difficult Terrain

Combat often has the annoying habit of taking place in areas that are not barren, featureless rooms. Objects and natural features cannot be darted across freely. Among others, low furniture, rubble, snow, thick vegetation, and bogs are all classed as difficult terrain.

While in difficult terrain, each foot of movement costs 1 additional foot of speed.

Space occupied by a willing creature can be moved through as if it were difficult terrain.

Terrain is either difficult or not. Multiple types of difficult terrain do not stack their effects.

Death & Healing

Adventuring is risky business. Those who embark on heroic journeys face the regular possibility of injury and even death.

Hit Points

Hit Points (HP) serve to quantify the severity of your wounds, whether physical, magical, or something more intangible. Your character's Hit Points are determined by a combination of your Endurance and your training, as described in the Gameplay Introduction section.

Damage reduces your HP, and healing increases them. In terms of gameplay, nothing changes based on your hit points until they drop to 0. Your current HP may inform your roleplaying, though. Typically, a character who is below half of their maximum hit points is described as **bloodied**, and thus is visibly wounded.

Rest

One of the simplest ways Neopians recover from injury is through rest. A rest restores all of your HP and Stamina Points (SP), as long as you had at least 1 HP when you began your rest. See the “Resting” section earlier in this Document Tab for more information about resting.

Magical Healing

It’s also possible to heal your character through magical means. You can drink a healing potion during combat or outside of it. An ally can use a healing Power on you or the entire party. In these cases, the particular Power or item will give you instructions for how to calculate the amount of HP you regain.

Only living characters can be healed this way. If your character has died entirely, you’ll need a more powerful form of magic, such as the *Revive* Power, to restore them.

Death & Dying

When you lose all of your HP, you fall **unconscious**. You regain consciousness if you regain any HP, such as from a healing Power.

Note that you can’t have negative HP, but you can get hit while you’re unconscious.

Instant Death

When you are at 0 HP and take damage (including the remainder of the damage that dropped you to 0), you are at risk of **instant death**. If the damage you take is greater than or equal to your HP maximum, your character dies instantly.

Example: Your Scorchio has 10 HP remaining out of 25 total. You take 35 damage from a Power. 10 of that damage drops you to 0, but the remaining 25 is equal to your HP maximum. Thus, your Scorchio dies from the attack.

Death Saving Throws

You’re also at risk of death just from having 0 HP remaining. To find out if your wounds are fatal, you’ll need to make **death saving throws**. When you start your turn with 0 HP, this saving throw is all you can do.

Death saving throws are not tied to any ability score or your character’s base die. They are purely reliant on fate and your d20—though you can get help from Perks and Powers that assist in saving throws.

Success

You **succeed** on a death save if you roll a 10 or higher.
You need three successes for your character to become stable (see below). Your successes don't have to be consecutive—they just have to come before you get too many failures.
If you roll a 20 on your death save, you regain consciousness with 1 HP.

Death

You **fail** a death save if you roll a 9 or lower. A 1 counts as two failures at once.
You also fail a death save if you take damage while unconscious without it causing an instant death.
After three failures, your character dies and must rely on magical means to be revived.

Stabilising

If you can't heal an unconscious ally, you may still be able to **stabilise** them with a successful Medicine check.

Stable creatures remain unconscious with 0 HP, but they're not at risk of death from their wounds. If you are stabilised, you keep your current tally of successes and failures from your death saving throws. If you take any further damage, you must begin those saving throws again.

After 1d4 hours, a stable creature not yet healed regains 1 HP and consciousness.

Opponents and Death

Most GMs default to assuming that 0 HP and death are equivalent for most of the monsters you'll encounter as opponents. A more powerful creature, or a key character in a story, may instead follow the same rules around death and dying as player characters.

Similarly, player characters don't have to kill opponents they knock unconscious. You can choose to inflict only nonlethal damage, perhaps so you can capture and later question your assailant.

Life After Death

Many Neopets continue to exist beyond death, and death itself is not always final in a world filled with magic. Upon dying from overwhelming damage or failing their third death saving throw, a character becomes a ghost. They become~~are painted~~ the Ghost

colour but are distinct from those painted Ghost via a Ghost Paint Brush or other means. The only similarity is all ghost characters can see into the Spectral Realm, regardless of how they became one.

As a ghost created either from the aforementioned overwhelming damage or failing their third death saving throw, they are intangible and cannot carry or hold items. While intangible, they cannot be affected by any effect, aside from those that explicitly affect the Undead. Their ability scores become 0, and they lose access to any and all Perks and Powers they may have unlocked.

They are bound to their inventory pouch and are unable to move beyond 10 feet of it. Should their inventory pouch be moved, they move with it. This includes moving across dimensions.

If a ghost character's inventory pouch is irreparably destroyed, the ghost departs, with the character suffering a true, final death. Only powerful magic can return them after this.

Provided the ghost character has an intact inventory pouch, they can be revived as a living, breathing Neopet once more. Any Power that would normally restore a character from death will also restore them in this way. Additionally, if another creature paints the ghost character with a Paint Brush as an action, they return to life with 1 HP and are painted the relevant Paint Brush colour.

In either case, when returning to life, the character's ability scores return to their previous values, they become tangible again, and they lose their ability to see into the Spectral Realm.

At any point, a ghost character may accept their death and move on, suffering a true, final death. They may also die such a death or remain in their ghost state permanently if they are not resurrected within 2d20 days. Generally, if all members of the party die, there will be no one in the area capable of reviving them. In these cases, their ghosts cannot be restored, and the game ends. However, if there are capable and willing creatures in the area, they may work to restore the party to life.

Neopet Species

Neopet Species

> This section contains a selection of Neopet Species and their corresponding species Perks. Not all species are listed here, but all 56 current Neopet species (including Varwolves!) will be included in the final book.

Acara

Ability Score Increase

Your base Endurance and Magic scores each increase by 2.

Elemental Affinity

You gain 1 level of Water Elemental Affinity.

Size

Your size class is Medium.

Speed

Your base walking speed is 30 feet. You also have a base swimming speed of 30 feet. You can breathe underwater without needing to use equipment or magic.

Languages

You know Neopian or Neopian Sign.

Darkvision

Having evolved to survive deep underwater, you can see in dim light within 60 feet of you as if it were bright light, and you can see in darkness as if it were dim light. You can't discern colour in darkness—only shades of grey.

Species-specific

Deep Diver

From evolving deep underwater, Acaras have grown to withstand frigid temperatures. You gain one level of Water resistance.

Strong Swimmer

You grew to handle all types of water currents. You have proficiency in the Athletics skill while you're partially or fully submerged in water.

Acara Splash

You may use an Attack Action to launch a wave of water towards an opponent within melee range, provided you have enough water nearby to splash at them.

When you use *Acara Splash*, roll to hit using a Strength attack with Proficiency. On a hit, the attack deals water damage instead of physical damage.

Aisha

Ability Score Increase

Your base Magic score increases by 4.

Elemental Affinity

You gain 1 level of Light Elemental Affinity.

Size

Your size class is Medium.

Speed

Your base walking speed is 30 feet.

Languages

You know Neopian or Neopian Sign and 1 additional language of your choice.

Species-specific

Enhanced Hearing

Thanks to your extra set of ears, you have advantage on Perception checks that rely on hearing, such as locating a distant sound or hearing the footsteps of someone nearby.

Psychic Abilities

Aishas are naturally psychic, though without proper training few develop these skills to their full potential. However, most Aishas can read the emotions of other creatures even without training. As a result, you gain an advantage on Insight checks.

Gotcha!

A quick wiggle of your feline body allows you to pounce on your target with extra precision.
During any non-Attack Action, you may spend one additional 1 AP.
When you do so, you gain an advantage on the next attack roll you make this turn.

~~d~~Cybunny

Ability Score Increase

Your base Strength and Defence scores each increase by 2.

Elemental Affinity

You gain 1 level of Earth Elemental Affinity.

Size

Your size class is Medium.

Speed

Your base walking speed is 30 feet. You also have a burrowing speed of 10 feet.

Languages

You know Neopian or Neopian Sign.

Darkvision

Evolved to survive the dark winters, Cybunnies are adept at navigating in the dark. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern colour in darkness— only shades of grey.

Species-specific

Cybunny Hop

Your powerful legs make jumping easy. Your maximum long jump distance increases by 10 feet, and your maximum high jump increases by 5 feet.

Additionally, you may use your action to hop into an opponent. To do so, roll an attack with proficiency; on a hit, deal 2 physical damage. If your target is a smaller size class than you, you may hop again for an additional attack.

Thick Fur

You are built for the cold. You have advantage on Ability checks and saving throws to resist the effects of cold weather.

Ruff of Holding

Cybunnies take great pride in their neck ruffs. You can store up to 5 items weighing 1 pound or less in yours. These items cost only 1 AP to access during combat (versus 2 AP for an item in your inventory) and don’t contribute to your carrying weight while stashed away.

Draik

Ability Score Increase

Your base Agility and Magic scores each increase by 2.

Elemental Affinity

You gain 1 level of Fire Elemental Affinity.

Size

Your size class is Medium.

Speed

Your base walking speed is 30 feet. You also have a flying speed of 25 feet, as long as you are not wearing medium armour or heavier.

Languages

You know Neopian or Neopian Sign and 1 additional language of your choice.

Species-specific

Draik Breath

Draiks can naturally breathe fire, though it takes a lot out of them. As an Action, you may spend 3 SP to launch flames from your mouth using your Draik Breath.

When you use Draik Breath, you exhale a 15-foot cone of flames in a direction of your choice. Each creature in that area must make an Agility saving throw with a DC equal to ½ the maximum value of your Magic die. On a failed save, that creature takes 4 Fire damage. On a successful save, they take ½ that damage instead, rounded down.

Living History

Thanks to your revival from the distant past, you gain an advantage on History skill checks.

Smokescreen

Even if they don’t breathe fire, a Draik’s breath is still a force to be reckoned with. As an Action, you may exhale a Smokescreen of ash and cinders to conceal yourself and your allies.

When you use Smokescreen, you create a sphere of darkness with a 10-foot radius centered on yourself that lasts until the start of your next turn. As long as you and your allies are within that area, attacks your opponents make against you are made with disadvantage.

Eyrie

Ability Score Increase

Your base Defence score increases by 4.

Elemental Affinity

You gain 1 level of Air Elemental Affinity.

Size

Your size class is Medium.

Speed

Your base walking speed is 30 feet. You also have a base flying speed of 30 feet, as long as you are not wearing medium armour or heavier.

Languages

You know Neopian or Neopian Sign.

Species-specific

Grace

Your athleticism lets you maneuver flawlessly across all of Neopia. You gain Proficiency in Acrobatics skill checks. Additionally, you have advantage on saving throws to avoid falling prone.

Noble Steed

You may carry one creature of your size or smaller on your back while travelling.

Eyrie Dive

Whenever you use a Move Action, you may spend 1 additional AP to launch into the air and perform an Eyrie Dive, descending swiftly onto your opponent. If you are already in the air when you begin Moving, you may instead perform an Eyrie Dive for no additional cost.

When you use Eyrie Dive, you Move towards a target within your movement range until you become Engaged and deal 2 physical damage to them. That creature must make an Agility saving throw with a DC equal to ½ the maximum value of your Agility die. On a failed save, the creature is knocked prone.

Gelert

Ability Score Increase

Your base Defence and Agility scores each increase by 2.

Elemental Affinity

You gain 1 level of Fire Elemental Affinity.

Size

Your size class is Medium.

Speed

Your base walking speed is 30 feet.

Languages

You know Neopian or Neopian Sign.

Species-specific

Boundless Energy

Your rests only require 6 hours of downtime instead of the usual 8 hours. Whenever you rest for 8 hours, you gain one temporary HP.

Enhanced Hearing

The long, whiplike ears of a Gelert allow them to hear things other Neopets cannot. As a result, you gain an advantage on Nature and Perception skill checks that rely on hearing, such as identifying an animal call.

Nimble Stride

You gain Proficiency in Acrobatics skill checks. Additionally, whenever you use your first Move Action on each of your turns, you may move 5 additional feet.

Hissi

Ability Score Increase

Your base Agility and Magic scores each increase by 2.

Elemental Affinity

You gain 1 level of Dark Elemental Affinity.

Size

Your size class is Medium.

Speed

Your base walking speed is 30 feet. You also have a base gliding speed of 30 feet.

Languages

You know Neopian or Neopian Sign.

Darkvision

You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern colour in darkness—only shades of grey.

Species-specific

Slithery

You are able to fit through any hole or tight space that is at least 1 foot in diameter, as long as you are not wearing or carrying anything that can’t fit through that same passage with you.

Spring Tail

While in the air or after using a Move Action to jump, you may choose to Glide a maximum distance equal to your gliding speed.

While Gliding, you may Move through the air as if you were flying. However, you cannot gain altitude. If you end your turn while Gliding, you fall to the ground.

Constrict

As an Action, you may spend 3 SP to constrict a creature that you have already grappled. Targets you Constrict take 5 physical damage and become stunned until the end of your next turn or until they are no longer grappled, whichever comes first.

Jubjub

Ability Score Increase

Your base Endurance score increases by 4.

Elemental Affinity

You gain 1 level of Air Elemental Affinity.

Size

Your size class is Small.

Speed

Your base walking speed is 35 feet.

Languages

You know Neopian or Neopian Sign.

Species-specific

Lowball

Thanks to your low center of gravity, you can spend 5 feet of walking speed (after using a Move action) to get up after being knocked prone; you don’t need to use a separate Action to get up.

Psychic Reach

While you are wielding one or more weapons between your toes, your movement speed is reduced by 15 feet. You can only wield weapons weighing one pound or less this way. However, you also have practice wielding tools and weapons with your latent power. You know Hand of Jub, except it has a range of 5 feet, and you can Attack with any weapon you are holding with it as though it were a non-Jub hand.

Surefoot

Your low centre of gravity allows you to ignore all penalties for non-magical difficult terrain.

JubJub Roll

Whenever you use a Move Action, you may spend 1 additional AP to curl into a ball and perform a JubJub Roll, bowling over anything in your path.
When you use JubJub Roll, you move in a straight line a distance equal to your maximum movement speed. You stop moving once you impact an object or another creature, or once you travel the entirety of your movement range.
In order to dodge out of your way, a creature in the path of your JubJub Roll must make an Agility saving throw with a DC equal to half the maximum value of your Agility die. On a successful save, they dodge and you continue traveling past them. On a failed save, the impacted creature is knocked prone and takes 1 physical damage for each 5 feet that you moved during your JubJub Roll.

Kacheek

Ability Score Increase

Your base Magic score increases by 4.

Elemental Affinity

You gain 1 level of Light Elemental Affinity.

Size

Your size class is Small.

Speed

Your base walking speed is 30 feet.

Languages

You know Neopian or Neopian Sign.

Species-specific

Charming Smile

Your sweet smile disarms those around you. You gain Proficiency in Persuasion skill checks.

Friendly

You love making new friends, and this means you've learned to read people you encounter. You have advantage on Insight rolls when meeting a new person.

Hide and Sneak

You are naturally stealthy and may attempt to hide yourself behind any creature that is 1 or more sizes larger than you. You also gain Proficiency in Stealth skill checks.

Koi

Ability Score Increase

Your base Agility score increases by 4.

Elemental Affinity

You gain 1 level of Water Elemental Affinity.

Size

Your size class is Medium.

Speed

Your base walking speed is 25 feet. You also have a base swimming speed of 35 feet. You can breathe underwater without the use of equipment or magic.

Languages

You know Neopian or Neopian Sign.

Darkvision

Your time spent exploring deep underwater left you with a heightened sense of sight without light. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern colour in darkness—only shades of grey.

Species-specific

Oceanic Bravery

Your life spent among sea monsters has given you surprising resilience. You gain an advantage on saving throws against becoming frightened.

The One that Got Away

A layer of mucus leaves your skin slippery, making you a great escape artist. Those attempting to grapple you must do so with disadvantage.

Slap

You have a graceful, shimmering tail and know how to use it. As an Attack Action, you can *Slap* an opponent with your fins.

When you use *Slap*, roll to hit using a melee attack with Proficiency. On a hit, the attack deals water damage instead of physical damage. On a miss, the target takes a -1 penalty to their next attack roll.

Kougra

Ability Score Increase

Your base Strength and Endurance scores each increase by 2.

Elemental Affinity

You gain 1 level of Fire Elemental Affinity.

Size

Your size class is Medium.

Speed

Your base walking speed is 30 feet.

Languages

You know Neopian or Neopian Sign.

Species-specific

Claws for Concern

You can augment your unarmed attacks with your razor-sharp claws.

When you make an unarmed strike against a target, the attack deals 1 additional physical damage.

Disguised

Your stripes are more than just a fashion statement—they allow you to blend into foliage, too! You gain an advantage on Stealth skill checks as long as you're in a jungle or forest.

Keen Hunter

Your natural hunting prowess gives you an enhanced sense of smell. You gain an advantage on all Perception skill checks that rely on smell.

Lenny

Ability Score Increase

Your base Agility score increases by 4.

Elemental Affinity

You gain 1 level of Air Elemental Affinity.

Size

Your size class is Medium.

Speed

Your base walking speed is 35 feet. You have a flying speed of 30 feet.

Languages

You know Neopian or Neopian Sign and 1 additional language of your choice.

Species-specific

Bookworm

Your fondness for learning has made you an expert in your field. You are Proficient in two of the following skills of your choice: Arcana, History, or Nature.

Puzzler

You gain an advantage on Investigation and Insight skill checks made to solve puzzles, such as using deduction to study a mystery or to examine the workings of a complex machine.

Slender Build

Your lean build makes it difficult for enemies to strike you from a distance. Whenever an opponent rolls to hit you using a ranged weapon attack, they do so with a -1 penalty.

Lupe

Ability Score Increase

Your base Strength and Defence scores each increase by 2.

Elemental Affinity

You gain 1 level of Earth Elemental Affinity.

Size

Your size class is Medium.

Speed

Your base walking speed is 35 feet.

Languages

You know Neopian or Neopian Sign.

Darkvision

Accustomed to hunting at night with your pack, you can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern colour in darkness—only shades of grey.

Species-specific

No Work Like Teamwork

You’re naturally accustomed to teamwork and love to help those in need. Whenever you roll as part of a group check or while targeting an ally with a Perk or Power, you do so with a +1 bonus.

Survivalist

Your instincts allow you to adapt to any environment. As a result, you gain Proficiency in Survival skill checks.

Lupe Howl

As an Action, you may spend 3 SP to let out your fiercest Lupe Howl. Awoo!

When you use Lupe Howl, all allied creatures that can hear you gain a +1 bonus on their next dice roll and all opponents that can hear you receive a -1 penalty on their next dice roll. Additionally, opponents affected by Lupe Howl cannot target you with attacks or Powers on their next turn.

Once an opponent has been affected by Lupe Howl, they become immune to its effects until after their next rest.

Lutari

Ability Score Increase

Your base Agility score increases by 4.

Elemental Affinity

You gain 1 level of Water Elemental Affinity.

Size

Your size class is Medium.

Speed

Your base walking speed is 30 feet. You also have a swimming speed of 30 feet, and your powerful claws allow you to burrow at a speed of 10 feet.

You can’t breathe underwater normally, but you can hold your breath for up to 1 hour.

Languages

You know Neopian or Neopian Sign, and Lutarian.

Darkvision

Residents of Lutari Island are commonly nocturnal. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern colour in darkness—only shades of grey.

Species-specific

Fur-nace

Your fur coat serves you surprisingly well in Neopia’s colder climates. You gain one level of Water resistance.

Versatile

Your time living between land and sea has made you both hardy and adaptable. Whenever you make a Nature or Survival skill check, you do so with a +1 bonus.

Sea Mist

When things get too hectic or you just want some privacy, you can escape quickly with a flick of your tail. While underwater or partially submerged in water, you may spend 3 SP as an Action. When you do so, you create a spray of Sea Mist and dart away to safety.

When you use Sea Mist, you move a distance up to your maximum movement range without provoking opportunity attacks. If you are Engaged with an opponent while you use Sea Mist, you also become Disengaged for no additional cost.

Peophin

Ability Score Increase

Your base Magic score increases by 4.

Elemental Affinity

You gain 1 level of Water Elemental Affinity.

Size

Your size class is Medium.

Speed

Your base walking speed is 25 feet. You also have a base swimming speed of 35 feet. You can magically breathe underwater without the use of any equipment.

Languages

You know Neopian or Neopian Sign.

Species-specific

A Helping Hand

You know the Hand of Jub power, except it has a range of 5 feet, and you can Attack with any weapon you are holding with it as though it were a non-Jub hand.

Aqueous Form

Your connection to the waters of Neopia causes your shape to ripple and shift, just like the ocean waves. As long as you are underwater or partially submerged in water, you gain a bonus to your AC equal to ½ your Water Elemental Affinity, rounded up.

Magical Aptitude

You are instinctively aware of magic being wielded around you. As a result, you gain an advantage on saving throws against being charmed or influenced by magical means, such as environmental hazards or Powers that would control your actions.

Quiggle

Ability Score Increase

Your base Agility and Magic scores each increase by 2.

Elemental Affinity

You gain 1 level of Water Elemental Affinity.

Size

Your size class is Medium.

Speed

Your base walking speed is 30 feet. You also have a swimming speed of 30 feet.
You can breathe underwater without the use of equipment or magic.

Languages

You know Neopian or Neopian Sign.

Species-specific

Heightened Vision

Quiggles are able to see in any direction, provided they are not wearing any headgear. Their eyes also operate independently, allowing them to look in two directions at once. As a result,

you gain an advantage on Perception skill checks that rely on sight. Additionally, you gain an advantage whenever you make an opportunity attack against a target that you can see.

No Sunscreen Required

Your amphibian pallor keeps you cool and refreshed, even in the harshest heat. You gain one level of fire resistance.

Quick-Fire Tongue

Your long tongue is normally used to catch flies, but you can also use it to retrieve any item small enough to fit in one hand. You may do so from a distance of up to 10 feet, provided you have line of sight to your target.

Shoyru

Ability Score Increase

Your base Strength and Agility scores each increase by 2.

Elemental Affinity

You gain 1 level of Air Elemental Affinity.

Size

Your size class is Medium.

Speed

Your base walking speed is 30 feet. You also have a flying speed of 30 feet, as long as you are not wearing medium armour or heavier.

Languages

You know Neopian or Neopian Sign.

Darkvision

Shoyrus adore flying at night. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern colour in darkness—only shades of grey.

Species-specific

Eye See You

Having such bulbous eyes gives you an advantage on Perception skill checks that rely on sight, such as spotting an object in the distance.

Hide and Seek

Shoyrus love playing Hide and Seek in the clouds, and sometimes in the rafters too. As a result, they gain an advantage on Stealth skill checks made while flying or while in the air, such as while inside a cloud.

Wide-Eyed Charm

You gain Proficiency in the Persuasion skill checks thanks to those big, adorable eyes. Awww, what a sweetheart you are!

Uni

Ability Score Increase

Your base Defence and Magic scores each increase by 2.

Elemental Affinity

You gain 1 level of Light Elemental Affinity.

Size

Your size class is Medium.

Languages

Neopian or Neopian Sign.

Speed

Your base walking speed is 30 feet. You also have a flying speed of 30 feet, as long as you are not wearing medium armour or heavier.

Species-specific

Around the Horn

Your inquisitive nature makes you well-suited for traveling all over Neopia. You gain Proficiency in History skill checks about your homeland and locations you have already visited, as well as Proficiency in Insight skill checks about locations you have never been to before.

Discerning Palate

Unis are known to have a penchant for treats, and you are no exception. Whenever you eat or drink your favorite food, that food's Stress reduction can reduce your Stress to zero.

Preen

Even a Neopet as graceful as you needs their beauty sleep. Once per rest, you may choose to Preen instead of doing anything else, making sure that your coat, hooves and wings are in impeccable condition. (You still recover HP, AP and SP as normal, but cannot do anything besides Preening.)

After Preening during a rest, you gain a +1 bonus to all Performance and Persuasion skill checks. This effect ends at the start of your next rest or after you take damage, are knocked prone or have anything particularly unsightly spilled on you.

Xweetok

Ability Score Increase

Your base Agility and Magic scores each increase by 2.

Elemental Affinity

You gain 1 level of Fire Elemental Affinity.

Size

Your size class is Medium.

Speed

Your base walking speed is 35 feet.

Languages

You know Neopian or Neopian Sign.

Darkvision

Your large, dark eyes capture and reflect even small amounts of light, allowing you to navigate well at night. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern colour in darkness—only shades of grey.

Species-specific

Natural Performers

Your adorable cheeks, soft tail and precious demeanor make you able to delight any crowd. You gain Proficiency in Performance skill checks.

Preservation Instinct

If your Stress is 2 or less, you gain an advantage on saving throws against being charmed. If your Stress is 3 or greater, you instead gain an advantage on Stealth skill checks.

Tail Swish

As an Action, you may spend 1 SP to distract a nearby opponent with a Swish of your bushy tail. Go for the eyes!

When you use Swish on a target, you gain an advantage on the next attack roll you make against that target this turn.

Yurble

Ability Score Increase

Your base Defence score increases by 4.

Elemental Affinity

You gain 1 level of Earth Elemental Affinity.

Size

Your size class is Medium.

Speed

Your base walking speed is 30 feet.

Languages

You know Neopian or Neopian Sign.

Species-specific

Foremost Forager

You gain Proficiency on Survival skill checks made to find food or water.

Heightened Senses

A Yurble’s ears can sense vibrations, granting them awareness of anything moving or making a noise within 30 feet. You are able to sense the direction and location of such objects and creatures but are not aware of any features such as species, creature type, size, or intent.

Oblivious

Intimidation checks against you are made with disadvantage, because you simply do not care enough to notice the attempt. Let’s just take it easy, yeah?

Zafara

Ability Score Increase

Your base Defence and Agility scores each increase by 2.

Elemental Affinity

You gain 1 level of Light Elemental Affinity.

Size

Your size class is Medium.

Speed

Your base walking speed is 35 feet.

Languages

You know Neopian or Neopian Sign.

Species-specific

Dropkick

As an Attack Action, you may perform a *Dropkick* against a target to take them by surprise.
When you use *Dropkick*, roll to hit using a melee attack with Proficiency. On a hit, the target takes 2 physical damage and must make an Endurance saving throw with a DC equal to ½ the maximum value of your Agility die. On a failed save, the target becomes stunned until the start of your next turn.

Friend In High Places

A Zafara's powerful hind legs make them excellent athletes and even better climbers. As a result, your base climbing speed is always equal to your base walking speed.

Party Animal

Zafaras are well-known for their love of music. You gain Proficiency in a musical instrument of your choice, as well as in Performance skill checks.

Neopet Colours

Neopet Colours

This section contains a selection of Neopet Colours and their corresponding colour-specific Perks. The colours listed here are considered the basic colours that can be taken at character creation. More colours will be available via paint brushes and morphing potions and by other means in the final book.

Blue

Elemental Boon

Like a Sour Blue Slushie, you are now blue da ba dee da ba dee da ba dyeah! You gain 1 level of Water Elemental Affinity.

Brown

You take on the rich colour of desert sands, tree trunks, and great columns of stone, but be wary of those who mistake you for chocolate!

Elemental Boon

You gain 1 level of Earth Elemental Affinity.

Checkered

Talk about having a checkered past.

Checkmate

You are proficient in board games, such as chess and checkers, but some who are painted Checkered swear they can hear ska music in the distance at all times….

Gold

All that glitters is not gold, but all Gold Neopets certainly glitter!

Made of Gold

Whenever you gain Neopoints, roll 10d20, adding that number to the amount you

gained, including at character creation.

Green

It ain't easy being green.

Elemental Boon

Whatever your disposition towards the colour, Green Neopets definitely feel at home amongst foliage and earthly locales. You gain 1 level of Earth Elemental Affinity.

Orange

Orange you glad?

Elemental Boon

An Orange Neopet can be quite easy to spot in a crowd. You gain 1 level of Light Elemental Affinity.

Pink

Queen Fyora's favourite colour!

Elemental Boon

You gain 1 level of Life Elemental Affinity.

Purple

Purple is said to be a royal colour, but is being the same colour as an aubergine truly something to take pride in?

Elemental Boon

You gain 1 level of Dark Elemental Affinity.

Red

Elemental Boon

Talk about seeing red. Neopets painted Red feel a kinship to the warmth of embers and flames. You gain 1 level of Fire Elemental Affinity.

Shadow

Blend into the shadows with this colour!

Elemental Boon

You gain 1 level of Dark Elemental Affinity.

Silver

All that glitters is not gold; some of it is silver! Silver also is the traditional colour of second place, which is especially nice when you thought you were about to be knocked off the high score tables.

Made of Silver

Whenever you gain Dubloons, roll 1d4, adding that number to the amount you gained, including at character creation.

Speckled

For everyone who wants to look like a field of grass with a lot of lost golf balls.

Elemental Boon

You gain 1 level of Air Elemental Affinity.

White

Hey, white goes with anything, at least!

Natural Camouflage

You have advantage on Stealth checks in snowy terrain, but you have disadvantage on Stealth checks in dim light or darkness.

Yellow

Many lovely things are yellow, like the sun, daffodils, and several types of cheese.

Elemental Boon

You gain 1 level of Light Elemental Affinity.

Special Colors

Below are a few select colors that your Neopet can become after character creation.

Custard

You are very tasty (even if your outer layer has become a crème brûlée). Who can resist your sweet eggy goodness?

Viscous

Your base speed decreases by 5 feet.

Caramel

You are less affected than usual by fire magic. When you take fire damage, take 2 less. Each time you would have taken fire damage, your body caramelises. After five uses, your outer layer has become a crème brûlée, and you lose the fire resistance granted by this colour until you take a rest.

Faerie

No, this does not mean you can ask random Neopians for quest items.

Type

You gain the Faerie creature type.

Winged

If your species does not already have a flying speed, you have a flying speed of 20 feet, as long as you aren't wearing medium armour or heavier.

Plushie

Ragdoll physics may or may not be included.

Type

You gain the Construct creature type.

Cuteness

You are proficient in the Persuasion skill, but you have disadvantage on Intimidation checks.

Softness

You gain 1 level of physical resistance.

Rainbow

If you do not know what colour you want, why not be all of them? Well, technically, not all of them, but you get the idea.

Elemental Boon

You gain 1 level of Light Elemental Affinity.

Bold and Bright

You are confident and not easily swayed by the opinions of others. You have advantage on saving throws against being intimidated.

Royal

Maybe the ostentatious outfits weren't the best idea.

Renown

You are proficient in Intimidation and Persuasion, but you have disadvantage on Stealth checks from being recognisable.

Noble Blood

You are counted as paying for a lifestyle cost one level higher.

Starry

Others might try to wish on you with the way you shine!

Elemental Boon

You gain 1 level of Light Elemental Affinity.

Natural Camouflage

You have advantage on Stealth checks in space and at night, but you have disadvantage on Stealth checks in daylight.

Toy

The world may make your feelings wobble, but you won't fall down.

Type

You gain the Construct creature type.

Cuteness

You are proficient in the Persuasion skill, but you have disadvantage on Intimidation checks.

Life In Plastic

The first time you would gain two or more Stress between rests, reduce the number of Stress levels you gain by one, to a minimum of one.

Neopet Origins

Neopet Origins

Over the course of your adventures in Neopia, your character will grow—often in new and unexpected ways. However, a character's origin story allows you to develop their backstory, establishing key values and driving forces, as well as the context they exist in within Neopia. This is divided into a character's **homeland**, their **background**, and their **personality**.

Homelands

Your choice of homeland impacts the starting knowledge your character has. Certain nations speak unique languages or have cultures that promote specific skills and abilities. You may choose freely from the following list for your homeland, even if your chosen species of Neopet is most associated with a specific nation. All species of Neopets can be found all across Neopia.

If you would like your character to have come from a location not listed here, or if you wish for them to have been raised in the wilds of Neopia, work with your GM to produce the bonuses this homeland would grant them.

The final book will have some extra information about these lands, but for the Beta 1 playtest you will have to use your own knowledge, or read the Book of Ages!

Homelands Table

Homeland	Description
Altador	1,000 years of slumber is not enough to dampen Altadorian passion for competition and games.
Brightvale	Brightvale prides itself on its continuing quest for knowledge, both mundane and magical.
Darigan Citadel	The curse of the Darigan Citadel may be a blessing when the shadows become your greatest allies.
Faerieland	With so many Faeries around, anyone would pick up a magic trick or two.
Haunted Woods	Dark even during the day, natives of the Woods have adapted to the gloom and always expect the creepy and kooky.

Homeland	Description
Kiko Lake	Those who aren't there for a holiday are well known for their can-do attitude.
Krawk Island	Say what you like about pirates; they prioritise schooling. It just happens to be the school of hard knocks.
Kreludor	Living on the moon helps Neopets grasp the gravity of their situation.
Lost Desert	Sand is coarse…and rough…and irritating…and gets everywhere. The desert tests the capabilities of even the hardiest Neopets.
Lutari Island	This moving island is home both to nocturnal Neopets and frequent storms.
Maraqua	Anyone wanting to explore the underwater kingdom will need to dive deep. Like, really deep.
Meridell	Through feast or famine, Meridellians love nothing more than a good quest.
Moltara	Fire, fire, your pants on fire! No, really. You shouldn't stand so close to the lava tubes.
Mystery Island	It's no mystery that the island trains as hard as it parties.
Neopia Central	It's the largest city on the planet and home to more shops than stars in the sky.
Roo Island	On an island of fun and games, there is an extreme amount of security-conscious Blumaroos.
Shenkuu	An empire built in the heights, Shenkuuvians have adapted to life in the mountains.
Terror Mountain	It's a winter wonderland through all four seasons of the year.
Tyrannia	Tyrannia may be stuck in the stone age, but they sure know how to rock.
Virtupets Space Station	In space, no one can hear you scream. With delight, of course. That Gorgroggle is to die for.

Backgrounds

A character's background is their history. While over the course of your adventure, your character will accumulate new memories, but your background gives you a variety of experiences to draw on at the start. You may have been an elite restocker on the streets of **Neopia Central** or a regular at the **Roo Island** games room. But something about that life called you to the adventure you now embark upon. There is considerable freedom to put your own spin on a background, and if you interpret its meaning differently, work with your GM to finalise an appropriate backstory.

Some backgrounds may confer membership in organisations, and most can be used to make a living during downtime between adventures.

If you would like to use a different background to those listed below, work with your GM to develop a suitable history for your character, including what benefits that background might confer.

Battledomer

You are a born fighter, but you fight for the spectacle and the roar of the crowd. You participate in the Battledome, a one-on-one contest of might held in arenas across the planet. You may select one of the Battledome arenas for you to focus your participation in, or you may be a touring battler, attending all arenas equally.

You live in the moment of the battle, for the ring of steel on steel, and the glory of victory. You may fight ostentatiously to entertain, or you may have a practised form of precise combat.

If you select this background, you may use your exhibition skills to live a Modest lifestyle at no additional charge.

Collector

You have one of the largest collections of a type of item anywhere in Neopia. This may be a broad item category, such as Usuki Dolls or Stamps, or you may have a very narrow collection, such as items coloured blue or food containing carrots.

Whatever you collect, you are willing to scour the planet for a new item to add to your hoard. You may choose to display these items as a gallery or in an album, or you may be a private collector who keeps your treasures only for your own enjoyment.

Creative

You are an artist and have spent years entering the contests run on **Roo Island** that let your creative juices flow. Your art may take many forms, or you may specialise in one medium and the contests associated with it, which are listed below.

You are always seeking inspiration for your next work and are prepared to travel far and wide to get it. You may have studied under a master to learn your craft, or you may be self-taught.

If you select this background, you may use your creative skills to live a Modest lifestyle at no additional charge.

Customiser

You are an avid customiser, always aware of the latest trends in fashion. You can often be found at the clothing stores in **Neopia Central** or window shopping at the NC Mall. You can tell the fabrics used in an individual's clothing on sight, and love nothing more than a walk in closet.

Customisers may have some history in the tailoring profession, or they may simply be dedicated followers of fashion. Some may create their own pieces, while others wouldn't be caught dead without a designer label.

You may add a set of fine clothing to your starting equipment if you select this background.

Defender of Neopia

You are a member of the Defenders of Neopia, an organisation of heroes dedicated to righting wrongs across Neopia. Your magical abilities or strength may mark you as belonging to the superpowered heroes at the top of the Defenders, or you may be a low-level member of the Chia Police, tasked with dealing with everyday crime.

The Defenders of Neopia are based out of their HQ in **Neopia Central**, and it is there you have received your training. Any call, no matter how dangerous or trivial, receives a response from the Defenders, and you are well travelled as a result. You may have a secret identity, allowing you to live a normal life outside of your work with the Defenders.

You may add a set of costume clothing to your starting equipment if you select this background.

Desert Scarab

You are an orphan, left on the streets of **Sakhmet** in the **Lost Desert** as a child. But the streets provide, and the orphans have banded together. You were part of a group of children known locally as the Desert Scarabs: urchins and novice thieves who survive by stealing from the local merchants. The band is as close as any family and protective of their own.

Membership of the group is for life, symbolised by a tattoo of a scarab, which all members have. However, Scarabs tend to move on from the streets of Sakhmet once they reach adulthood. Many go on to join the Thieves Guild, but Desert Scarabs have been found in all walks of life.

You may add a set of thieves tools to your starting equipment if you select this background.

Gamer

You are an avid participant in the games on **Roo Island** and across Neopia. Barely a day goes by in which you can't be found at the Games Room trying to increase your score on Meerca Chase or Sutek's Tomb. You hold many high score trophies from games and are always working to upgrade those bronze and silver trophies you already have to shiny gold ones.

Even outside the Games Room, you seek out games of chance and tournaments, both as a participant and a spectator. If there's a die rolling, you're there.

You may add either a set of playing cards or a dice set to your starting equipment if you select this background.

If you select this background, you may use your gaming skills to live a Modest lifestyle at no additional charge.

Healer

You are well versed in how to heal the sick and tend to the injured. You may practice healing magical arts, or you may use practical scientific applications of your knowledge to achieve results. You may be independent, relying on the kindness of others to function, or you may operate in the service of a noble or company.

You may be a travelling healer who roams from town to town as needed, or you may have a permanent surgery in which you tend to the local population. Wherever you ply your trade, healers rarely refuse a patient, although this can put burdens on your own resources.

You may add a herbalism kit to your starting equipment if you select this background.

Knight

You are a knight of the realm: a stout defender of virtue and dispenser of justice across the land. You may choose to be a knight of an established kingdom, such as **Meridell** or **Faerieland**, or you may be a knight errant, roaming among kingdoms while seeking chivalry. You may be a member of the nobility who has attained knighthood as a family expectancy, or you may be a commoner who has become a knight against all odds.

Your knightly duties may have meant you became embroiled in the wars that scarred the area years ago, or you may have been sent on a quest by the local ruler. As a knight, you have your own coat of arms, which you may display on your armour and equipment.

If you have chosen to be a knight of **Meridell**, **Brightvale**, or **Faerieland**, you may style yourself as a titled Sir or Lady. Knights of other nations, like the **Darigan Citadel**, do not recognise such titles, but you may claim the military rank of Captain instead.

You may add a set of fine clothing and a banner containing your coat of arms to your starting equipment if you select this background.

Order of the Red Erisim Apprentice

You have entered into the service as a member of the Order of the Red Erisim at a young age. This organisation of spellcasters is spread throughout Neopia, with individual members practising their craft in isolated towers. The Order meet rarely and

only do so to discuss matters of magical importance. Your master may have been an old wizard in a far tower, a warlock in a gothic mansion, a travelling fortune teller hopping among cities, or anything in between. In rare cases, you may have been studying underneath a Faerie.

You eschew the formal education of a magical school, like the Faerieland Academy, preferring to learn from your master's every instruction. You may be apprenticed to a member of the Order despite lacking any magical ability yourself, with your duties being more clerical or domestic in nature.

Pirate

You are a thief on the high seas. You may have once been a legitimate sailor who turned pirate after being pushed too hard by your employer, or you may have been raised in a life of crime from the off. You may be a pirate with a heart of gold who puts into the safer ports of **Krawk Island**, or you may be a ruthless cutthroat who is more at home on the far more dangerous **Scurvy Island**.

Wherever you weigh anchor, you believe in freedom from responsibilities and consequences. There's no greater feeling than the sea breeze in your hair and a chest full of Dubloons in the hold. You may be the captain of a crew, or you may be a deckhand serving under another.

Generally, your piracy is limited to the Five Seas of Neopia. In some cases, though, you may be a pirate with a flying ship out of **Shenkuu**. You may be part of the flotilla known as the Cloud Raiders, or you may forge out alone. You may even be a pirate that liberated one of **Dr. Sloth**'s spaceships during his downfall and now terrorises the spacefarers out beyond the reach of the VSSSF and the Alien Aisha Hegemony.

You may add a set of navigator's tools to your starting equipment if you select this background.

Petpet Protection League Member

You are a member of the Petpet Protection League, or PPL, an organisation dedicated to caring for and protecting Petpets across the planet. You may be a special agent dispatched to disrupt the activities of those who would harm Petpets, or you may locate rare species of Petpet that would be endangered in their current habitats. You may be a rank and file member, tasked with nursing ill or abused Petpets back to full health or building habitats for those that can be rewilded.

The PPL's mission goes hand-in-hand with preserving the natural environment for Petpets to live in, and you may find yourself campaigning against ecological destruction as urban Neopia encroaches on the natural world. When your adventures force you to cross paths with wild or otherwise violent Petpets, you will always try to seek a peaceful solution first before resorting to violence.

You may add a small PPL member's badge to your starting equipment if you select this background.

Reporter

You are an investigative reporter for the Neopian Times or a smaller local publication of your choice. You may even be a reporter for a broadcast Neovision station. You spend your days pursuing hidden secrets and interviewing Neopets for your next pieces. Your reporting can lead you to dangerous places, but there's always a price to be paid for the truth.

You may be set in your investigations by your editor and have little choice in your selection of story, or you may have free rein to pursue whichever topics you find interesting. You are used to strict deadlines and a need for precision, even in high-pressure environments.

You may add a notepad, quill, or pen and an identification card for your publication to your starting equipment if you select this background.

If you select this background, you may use your reporting skills to live a Modest lifestyle at no additional charge.

Resistance Member

You joined the Resistance against **Dr. Sloth** during his attempts to dominate Neopia. You received training in espionage and are familiar with the futuristic systems onboard the **Virtupets Space Station**. Resistance members are used to lies and duplicity, hiding in plain sight and never knowing who to trust. The Resistance had strict codes of loyalty but operated in cells. You may not know the identity of other members beyond your own cell.

When Dr. Sloth eventually fell, the Resistance dissolved, with many members joining the newly formed VSSSF. You chose a different path, seeking adventure across Neopia instead.

You may add a disguise kit or a forgery kit and a resistance member badge to your starting equipment if you select this background.

Restocker

You are a merchant who buys low and sells high. You can be found on the streets outside the most popular shops in Neopia, waiting until they restock their wares. When that happens, you swoop in and snatch up the best bargains before carting your haul off to sell at a markup. Your skills in haggling are second to none, and many shopkeepers give you a knowing smile the moment you walk through the door.

You may sell your items in your own shop, try your luck in the Auction House in **Neopia Central**, or list your items at the Trading Post on **Mystery Island**. Wherever you sell, you are in it for long-term gains. If the selling price of your hard-earned item isn't high enough, you can sit on it for years.

If you select this background, you may use your restocking skills to live a Modest lifestyle at no additional charge.

Sway Agent

You are an agent of the clandestine network known only as the Sway. You are a member of the upper echelons of society, and you use your influence and resources to push civilisation in the direction the Sway wishes. You think in the scale of countries and of eras—not in momentary setbacks. The Sway maintains utmost secrecy, with members only recognising each other when need be via a signet ring.

Your orders are opaque but carefully considered. You may spend years toiling away on some seemingly unrelated task before suddenly being commanded to spring into action. Orders from the **Duchess**, the Sway's leader, are delivered by Crokabek, and you are always alert to the rustling of feathers at your window.

You may add a set of fine clothing and a signet ring with the symbol of the Sway to your starting equipment if you select this background.

Thief

You are a member of the secretive Thieves Guild: a collection of thieves of various specialities scattered across Neopia. The Thieves Guild is an organisation that allows a great deal of individual freedom to its members but demands absolute loyalty should the Guildmaster, **Kanrik**, demand it. Very occasionally, the Guild may operate as a single unit, but most thieves generally work alone or in very small groups.

The Guild is not a society of friends. Members think nothing of betraying each other to gain favour or eliminate rivals. The only places of absolute safety are the Guildhalls maintained across the planet, where disagreements that turn physical are strictly

forbidden. Entrance to these halls is regulated by possession of a membership amulet: an emerald encircled by a golden Cobrall.

You may add a set of dark-coloured common clothing, including a hood, a set of thieves tools, and a Thieves Guild membership amulet, to your starting equipment if you select this background.

If you select this background, you may use your thieving skills to live a Modest lifestyle at no additional charge.

Personalities

A character's personality is a collection of traits that influence how they typically approach situations and react to new information. Personality is a complex topic, mixing character virtues with character flaws. Nobody's perfect, but everybody has something good and unique to offer.

If you're still having trouble thinking of a personality for your character, pick one or two of the following pairs of personality traits. These can form the foundation of your character's personality, though your character should not be defined solely by these traits.

The same situation may affect multiple characters differently depending on their personalities. What one finds stressful, another may find mundane. Your GM may decide, depending on your character, that certain roleplay situations result in your character gaining or losing Stress, even if other characters leave that situation with their Stress levels unchanged.

You may find that your character's adventures change their behavior somewhat. This is to be expected, and it's a sign that those adventures were important, life-shaping events in your character's life!

Personality Ideas Table

Personality Trait Pair	Excursus
Affable & Overindulgent	You're easygoing and friendly, willing to accommodate others—even to your own detriment. People may take advantage of your lenient nature.

Brave & Reckless	You're not afraid of very much. You think you've either seen it all or seen a lot of it, but this leads you to sometimes forget you're not invincible.
Cautious & Anxious	You like to take your time and look before you leap, but sometimes that gets in the way of taking that leap at all.
Decisive & Stubborn	You're great at making decisions and doing what needs to be done, but you're not quite as good when those decisions don't pan out and you need redirection.
Exacting & Meticulous	You have incredible attention to detail and like for everything to be as perfect as you can get it…but sometimes, perfect is the enemy of good.
Flexible & Indecisive	When things don't go as expected, you're great at rolling with the punches. Less great is your ability to make those decisions in the first place.
Helpful & Overbearing	Those you meet feel as if they've got a new shoulder to lean on, though some of them feel like their mother is breathing down their neck.
Hero & Martyr	You are quick to stand up for any cause you think is just, no matter the opposition. Your dedication to the cause may inevitably lead to your downfall, but you inspire others to take up your banner.
Hopeful & Zealous	You always try to look on the bright side of your situation, but sometimes you blind those around you with that brightness.
Just & Judgemental	You have an immense sense of justice and seek to right the world's wrongs. Sometimes those wrongs include your harsh judgment of others, especially those who claim to have changed after a less-than-savoury past.
Quiet & Reclusive	You tend to stick to yourself, rarely initiating contact with others. There's a lot you can

	accomplish by yourself, but there's also a lot you can't…
Spontaneous & Impulsive	You work on instinct, preferring to fly by the seat of your pants rather than have a plan. There are times where you come to regret this, but hey, you're still alive!

Neopet Perks

Coming soon - currently under construction!

Hey everyone let’s list some cool Perks that Neopets could have

I have a couple ideas!!

GREAT NEOPET MASTER
You've learned to put the weight of a weapon to your advantage, letting its momentum empower your strikes. You gain the following benefits:

- On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action.
- Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

SHARP NEOPET
You have mastered ranged weapons and can make shots that others find impossible. You gain the following benefits:

- Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.
- Your ranged weapon attacks ignore half and three-quarters cover.
- Before you make an attack with a ranged weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If that attack hits, you add +10 to the attack's damage.

KEEN NEOPET MIND
You have a mind that can track time, direction, and detail with uncanny precision. You gain the following benefits:

- Increase your Endurance score by 1, to a maximum of 20.
- You always know which way is north.
- You always know the number of hours left before the next sunrise or sunset.
- You can accurately recall anything you have seen or heard within the past month.

¶

FREE LANCER
Your skills with polearms make you a highly-valued mercenary across Neopia, maybe learned in an Altadorian phalanx or from an old master in Shenkuu.

- You treat the bonus damage from Polearm weapons as 1 higher.

- You always get paid an extra 2d10x100 Neopoints for work that involves fighting.

NEGG THUMB
You've got an exceptional talent for raising those charming little… things, we all love so much.

- Begin with 4 [Negg seeds and a terrarium?]

WHEEL CULTIST
You *swear* you know a special trick for gambling on these stupid prize wheels that litter Neopia and coming out a winner.

- Each week, you may re-roll a prize wheel result a number of times equal to the largest number on your Magic die. You must take the result of the last re-roll.

OMELETTE EATER
You are always the first in line at the Giant Omelette. Your Hunger stat never lowers.

THIS SECTION INTENTIONALLY LEFT BLANK.

Neopet Powers

~~ma~~Neopet Powers

Magic is an enduring force in Neopia that permeates every living being and object, much like fundamental forces such as gravity. It manifests as supernatural abilities and effects both in individuals and the natural world. Magic infuses every aspect of Neopia, from Neopets themselves down to common rocks and trees. However, the level of magic a creature possesses is typically quite low, and those who are skilled at creating magical effects are comparatively rare.

Scholars from the Seekers and the Order of the Red Erisim are still undecided on the exact nature of magic in Neopia. In its raw form, magic can distort the natural world and the creatures within it in unexpected—and often dangerous—ways. The witches of the darker parts of the **Haunted Woods** sometimes speak of this force as untamed chaos, with the act of taking that chaos and imposing your will upon it as creating balance. Practitioners in the Order of the Red Erisim often call such actions spells, but the Seekers dismiss such hedgewitchery, for in civilised Neopia, we call these actions 'Powers'. Within this category, the Seekers include a selection of Powers that actually have no magical essence involved at all, but augment a creature's performance in strong but entirely mundane ways. This, naturally, infuriates the Order of the Red Erisim. But that's the drama of peer review for you.

Powers come in many forms, from creating objects from thin air or healing wounds to shielding individuals from damage and dealing it out in return. The limit of a Power's potential is no less than the limit of the individual using that Power, for it is an extension of one's will into the outer world. Although most creatures adhere to formalised knowledge of Powers passed down over generations, new Powers are constantly being developed and perfected.

About Powers

The venerable Seekers have classified all Powers known to Neopia based on their elemental properties and the magical strength a user needs to use them. The most basic Powers can be used at will without any Stamina Point (SP) expenditure. Stronger Powers will come with an SP cost, so a user can only use a finite number of these before exhausting themselves for a time. While the Powers that cost the greatest number of SP tend to be the most powerful, it would be wrong to dismiss less draining Powers as weak. Any creature able to bend the forces of the universe to their will is a potential danger.

Preparing Powers

Neopets are considered very intelligent when it comes to remembering Powers, and once a Neopet has learned a Power it is considered available for use as long as that Neopet meets the requirements to do so.

Tricks

Tricks are Powers that do not drain the stamina of their users. The only cost to using a trick is the Action Point(s) spent on them. Some tricks are akin to small magic tricks, while others are basic magical attacks. Tricks may be basic, but they can still be very powerful in the right circumstances.

Stamina Points

As a character grows, they may learn a vast array of different Powers. However, most Powers are complex, and using them is physically and mentally taxing. As such, they cannot be used indefinitely. Stamina Points represent a pool of energy that is available for a variety of magical and nonmagical effects in gameplay. Characters are granted 3 SP at character creation, but they may gain more from Perks. When using a Power, a number of SP are expended, depending on the Power being used. Characters cannot use Powers if they do not have enough SP to do so. All of a character's expended SP are restored when they finish a rest, though some Perks also grant the capacity to restore SP via other means.

Overloading Powers

Some Powers become even stronger if they are **overloaded**, but using them this way may cost more Stamina Points. Overloaded Powers may also cost additional resources, such as Hit Points or Stress. The details on a Power's additional effects and costs are stated in the Power's description. Some Perks also grant the ability to spend SP in more esoteric ways.

Rituals

Certain Powers, which are tagged as Rituals in their descriptions, can be used as rituals. These Powers can be optionally used without the need to expend Stamina Points, instead drawing on external sources of energy. When used in this way, a Power takes 10 minutes longer to charge on top of its typical charge time.

Power Types

The Order of the Red Erisim has further categorised all Powers into elemental schools of magic, largely evoking the Faeries of **Faerieland**, with some exceptions. A Power's description will list the category of magic it belongs to. Characters have access to Powers from many different categories. However, Powers or effects may specify that Powers of a specific category have a special effect—or potentially no effect—when used in response to them. Additionally, a character's Elemental Affinity and certain Perks may grant bonuses when using Powers belonging to specific categories. The elemental schools are:

- **Fire:** Passionate, intense, and expressive, Fire is very good at causing big explosions and setting everything you see ablaze.
- **Water:** Calm yet persistent and calculating, Water likes to keep its cool, occasionally to the point of freezing things.
- **Earth:** Grounded and rugged, Earth is a friend to all things nature, except for the occasional earthquake.
- **Air:** Free-spirited and whimsical, Air likes to go fast and remain flexible.
- **Light:** Justice, honor, and lighting up a dark cave are some of the things Light loves most.
- **Dark:** Clever and cunning, Dark can sometimes be evil, or it can provide shelter and cover for those in need.
- **Life:** Life pushes the limits of life and death one day and blurs the lines between the two the next day.
- **Spectral:** Spectral lies largely unseen among the other elements, bending the rules of physics to create an invisible wall or to warp space itself.

Using Powers

The majority of Powers require one or two Action Points to use. However, some more complex Powers may take minutes or even hours to use, during which a character must spend all of their turns charging the Power and concentrating on doing so. If that concentration is broken for any reason, the use of the Power fails. However, this will not consume Stamina Points, and the character may begin using the same Power again if they wish.

Some Powers can be used very quickly, even as reactions to other effects. Powers that can be used in this way will detail the circumstances under which they can be used in their descriptions.

Power Failure

Using Powers isn't always easy. Sometimes, a Power can **fail**. A failed Power ended prematurely and had no effect. The user loses any AP they spent on it. If the Power had a charge time measured in minutes, they must restart that charge time from the beginning if they want to try using that Power again.

Depending on the exact nature of the failure, the user may or may not get the SP spent on that Power back.

When concentration is broken on a Power during its use, that Power fails, but the user gets their spent SP back.

Typically, if a Power fails due to an effect inside its rules text – for example, using a Power in an inappropriate location – the user will not get their SP back. Exceptions to this will be noted in the text for that given Power.

Attack Rolls

Some Power descriptions state that the user must make an attack roll to determine if the Power is effective against the target. Unless specified otherwise, this should be treated as a Ranged Power attack. To do this, roll your Magic Die and compare the value to the target's Resistance Class (RC) value. If your value is equal to or higher, your Power attack goes off successfully, and you can add the difference to the Power's damage, if it does any.

Components

It is very rare for a user to be able to perform any kind of magic with mental energy alone. Some Powers require specific words or sounds to be spoken, which are called **Verbal (V)** Powers. Characters who are unable to speak for any reason are unable to use Verbal Powers.

Somatic (S) Powers require specific gestures to be made in order to use them. A user must have at least one free hand in order to use such Powers.

Other Powers may need specific **Material (M)** components in order to produce a magical effect. In general, a character may use a component pouch or Magical focus in place of these materials, though more complex Powers often require the specific materials listed. A Power's description will signify this by listing the material's exact cost in Neopoints. Some Powers may consume materials as part of their charging process; if a Power does, the description will say so. As with Somatic Powers, a character must

have at least one free hand to gather the materials. However, it can be the same hand used to perform somatic components.

No matter the type of component needed to use a Power, it will be listed in the description by the initials, which signify the type (V/S/M). Many Powers require several different types of components.

Duration

Each individual Power has effects that last for given amounts of time. This is normally expressed in minutes or hours, but sometimes a Power may last until such a time that either the user dismisses it or it is dispelled by another. A Power that has a duration of Instantaneous produces its effects immediately and cannot be dispelled.

Concentration

Some Powers require the user to concentrate on the effect to keep the Power active. The duration section of a Power's description will specify if a Power needs **concentration**. If that concentration is broken, the Power ends. Concentration can be maintained through normal actions, like attacking or moving. However, attempting to use another Power that requires concentration will break it, as will being incapacitated or dying. Taking damage has the capacity to break concentration, depending on the result of an Endurance saving throw. The DC of this roll is 3 or 1/4 of the damage taken, rounded up (whichever is higher). Taking damage from multiple sources requires multiple saving throws. Certain environmental hazards, at your GM's discretion, may also require saving throws to maintain concentration.

Multiple Powers

The effects of multiple different powers are capable of overlapping. However, only one instance of a Power can be applied to a target at a given time. In the event that two instances of the same Power are used on the same target together, the most powerful version of that Power, either through heightened effect or higher rolls, is the one that is applied.

Range

All powers have a specific distance they are effective within. This range is typically given in a Power's description and is expressed in feet. The target of a Power, be that a creature, object, or point in space, must be within the range of a Power for it to work. Some Powers have a range of **touch**, meaning they are only effective if the user is physically touching their target. Some other Powers will only affect the user themselves.

These Powers, along with those that create effects that emanate from the user, have a range of **self**.

Saving Throws

A Power's description may state that a target is able to make a saving throw to avoid either some or all of the effects of the Power. The Power's description will state which ability score the creature may use for that saving throw and what will happen in the event of a success or a failure. Unless otherwise specified, the DC for the saving throw is half the maximum value of the user's Magic Die.

Targets

Most Powers require a user to pick a target, be that a creature, object, or point in space within range. A Power's description will normally state what a Power's target may be. In most cases, a user must have line of sight to their target in order to use a Power on it, and this applies to targets that are behind full cover. A target affected by a Power is unlikely to notice unless there is a sensory effect to the Power. You may target yourself with a Power if needed, unless a Power's description excludes it.

Some Powers target an area of effect rather than a single target. These Powers require a point of origin to be specified as their target. How you specify that point depends on the shape of the effect the Power will produce. There are five typical shapes an area of effect Power takes, which are listed in the following table. In all cases, a Power's effect travels in a straight line from the point of origin across the area, unless an obstacle blocks the effects from proceeding.

Area of Effect Types Table

Shape	Effect
Cone	A cone Power extends from the point of origin in a length specified in the Power's description. The cone's area of effect extends outwards in a width equal to the distance from the point of origin at any given point. Typically, the point of origin is not included in the Power's area of effect, unless the user specifies this.
Cube	A user specifies a point of origin for the cube, which is a point on one outside edge of that cube. The cube's size is expressed as the length of each side. Unless specified by the user, a cube's point of origin is not typically included in the Power's area of effect.
Cylinder	A cylinder Power's description will specify the radius of a circle, and the point of origin is within the circle for the Power. The length of the cylinder then extends the Power's area of effect upwards, downwards, or sideways. The user may specify the point of origin is included in the area of effect if they wish.

Shape	Effect
Line	A line defined by a width specified in the Power's description travels in a straight line from the point of origin until the end of the specified length. The user may specify that the point of origin is included in the line, if they wish.
Sphere	The point of origin for a sphere Power is in the centre of that sphere, the size of which is described by its radius in the Power's description. The point of origin for a sphere Power is always included in its area of effect.

Working Together

Several characters are capable of working together to pool their magic together, using one Power from their combined energy.

In combat, the main Power user can gather the energy of the other Power users to use a Power known to the main user. Each additional user will need to pay the required Action Points, as well as half of the Stamina Points for the Power, rounded up. Any additional overload costs may be split among the users as they choose.

The main user still makes any other decisions a Power may require them to make, including what to target. Any effects that mention 'the user' of a Power used this way will affect the main user and not any of the others, unless that Power says otherwise.

The following is a limited list of Powers. The final Book will have many, many more, but for now, here is a sample of them:

Air Powers

Anarchic Wind

School: Air Magic
Charge Time: 2 AP
SP Cost: 2 SP
LP Cost: 7 LP

Range: Self (60-foot line)
Components: V, S, M (a legume seed)
Duration: Concentration, up to 1 minute

A line of strong wind 60 feet long and 10 feet wide blasts from the user in a direction they choose for the Power's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from the user in the direction of the line.

Any creature in the line's area must spend 2 feet of movement for every 1 foot moved when moving closer to the user. The gust disperses gas or vapour and extinguishes candles, torches, and other flames in the area.

On each of their turns before the Power ends, the user may take a 1 AP action to change the direction in which the line of wind blasts from them.

Cloudy Cough

School: Air Magic
Charge Time: 2 AP
SP Cost: 0 SP
LP Cost: 3 LP

Range: 60 feet
Components: V, S
Duration: Instantaneous

The user coughs up a ball of dense clouds, hurling it at one creature or object within range. Make a Ranged Power Attack against the target. On a hit, the target takes 3 air damage. Until the end of the user's next turn, that creature's space is lightly obscured.

Amplifying. The damage increases when the user reaches 100 Level Points (6 damage), 150 Level Points (9 damage), and 200 Level Points (12 damage).

Flight

School: Air Magic
Charge Time: 2 AP
SP Cost: 3 SP
LP Cost: 9 LP

Range: Touch
Components: V, S, M (A wing or feather from any flying Petpet or Neopet)
Duration: Concentration, up to 10 minutes

The user touches a willing creature. The target gains a flying speed of 60 feet for the duration and can hover. If the target has a natural flying speed, it loses any restrictions on its flight related to wearing armour or needing to use its arms to fly. When this Power ends, the target falls if it is still in the air, unless it can stop the fall or can continue flying naturally.

Overload. The user can target one additional creature for each additional SP spent on this Power.

Freedom of Movement

School: Air Magic
Charge Time: 2 AP
SP Cost: 4 SP
LP Cost: 11 LP

Range: Touch
Components: V, S, M (a leather strap, bound around the wrist or similar appendage)
Duration: 1 hour

The user touches a willing creature. For the duration, the target's movement is unaffected by difficult terrain, and Powers and other magical effects can neither reduce the target's speed nor cause them to become paralysed or restrained.

The target can also spend 5 feet of movement to automatically escape from non-magical restraints, such as manacles or a creature that has it grappled. Finally, being underwater imposes no penalties on the target's movement or attacks.

Influence of Calabrus

School: Air Magic
Charge Time: 10 minutes
SP Cost: 8 SP
LP Cost: 13 LP

Range: Self (5 mile radius)
Components: V, S, M (burning incense and bits of earth and wood mixed in water)
Duration: Concentration, up to 8 hours

The user gains control of the weather within 5 miles for the duration. The user must be outdoors to use this Power, and it ends early if they go indoors.

When this Power is used, the user changes the current weather conditions, which are determined by the GM. The user may change precipitation, temperature, and wind. It takes 1d4 x 10 minutes for the new conditions to take effect. Once they do so, the user may change the conditions again. When this Power ends, the weather gradually returns to normal.

When the user changes the weather conditions, find a current weather condition on one of the following tables, and change its stage by one, up or down. When changing the wind, the direction can also be changed.

Precipitation:

Stage	Condition
1	Clear
2	Light clouds
3	Overcast and ground fog
4	Rain, hail, or snow
5	Torrential rain, driving hail, or blizzard

Temperature:

Stage	Condition
1	Heat wave
2	Hot
3	Warm
4	Cool
5	Cold
6	Freezing

Wind:

Stage	Condition

1	Calm
2	Moderate Wind
3	Strong Wind
4	Gale
5	Storm

Lightning Bolt

School: Air Magic
Charge Time: 2 AP
SP Cost: 3 SP
LP Cost: 9 LP

Range: Self (100-foot line)
Components: V, S, M (a bit of fur and a rod of amber, crystal, or glass)
Duration: Instantaneous

A bolt of lightning forming a line 100 feet long and 5 feet wide blasts out from the user in a direction of their choice. Each creature in the line must make an Agility saving throw. A creature takes 16 shock damage on a failed saving throw or half as much on a successful one. The lightning ignites flammable objects in the area that are not being worn or carried.

Overload. This Power's damage increases by 2 for each additional SP spent on it.

Magic Mouth

School: Air Magic
Charge Time: 1 minute
SP Cost: 2 SP (Ritual)
LP Cost: 7 LP

Range: 30 feet
Components: V, S, M (a small bit of honeycomb and jade dust worth at least *10,000 Neopoints,* which this Power consumes)
Duration: Until dispelled

The user implants a message within an object in range, which is uttered when a trigger condition is met. The user chooses an object they can see that is not being worn or

carried by another creature. The user then speaks the message, which can have up to 25 words and be up to 10 minutes long. Finally, the user determines the trigger for the message to be spoken.

When the trigger occurs, a magical mouth appears on the object and recites the message in the same voice and at the same volume the user spoke it. If the object has a mouth or something that looks like one, such as a statue, the magical mouth opens, making it so the words appear to come from the object's own mouth. When this Power is used, the user can decide if this Power ends once the message is delivered or if this Power remains and is repeated if the trigger reoccurs.

The trigger must be based on visual or auditory factors that occur within 30 feet of the object. For example, it could be set to trigger when any creature moves within 30 feet of it or only when a silver bell rings in that radius.

Misty Step

School: Air Magic
Charge Time: 1 AP
SP Cost: 2 SP
LP Cost: 7 LP

Range: Self
Components: V
Duration: Instantaneous

The user is briefly surrounded by magical, silvery mist and teleports up to 30 feet to an unoccupied space they can see.

Mirror Image

School: Air Magic
Charge Time: 2 AP
SP Cost: 2 SP
LP Cost: 7 LP

Range: Self
Components: V, S
Duration: 1 minute

Three illusory duplicates of the user, made of magical smoke, appear in their space. Until this Power ends, the duplicates move with the user and mimic their actions, shifting position so it's impossible to track which image is real.

Each time a creature hits the user with an attack roll during this Power's duration, roll 1d6 for each of the user's remaining duplicates. If any of the rolls are a 3 or higher, one of the duplicates is hit instead of the user, and the duplicate is destroyed. A strong wind will destroy any remaining duplicates. The duplicates otherwise ignore all damage and effects. This Power ends when all three duplicates are destroyed.

A creature is unaffected by this Power if it is blinded or if it has blindsight or truesight.

Wall of Wind

School: Air Magic
Charge Time: 2 AP
SP Cost: 3 SP
Level Point Cost: 9 Points

Charge Time: 1 AP
Range: 120 feet
Components: V, S, M (A tiny fan and a feather of exotic origin)
Duration: Concentration, up to 1 minute

A wall of strong wind rises from the ground at a point the user chooses within range. The wall can be up to 50 feet long, 15 feet high, and 1 foot thick. The wall can be shaped in any way the user chooses, as long as it makes one continuous path along the ground. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Strength saving throw, taking 12 air damage on a failed save or half as much on a successful one.

The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects cannot pass through the wall. Loose, lightweight materials brought into the wall fly upwards. Arrows, bolts, and other ordinary projectiles launched at targets beyond the wall are deflected upwards and miss automatically. Boulders hurled by giants or siege engines and similar heavy projectiles are unaffected. Creatures in a gaseous form cannot pass through the wall.

Earth Powers

Altador's Mark

School: Earth Magic
Charge Time: 2 AP
SP Cost: 1 SP
LP Cost: 5 LP

Range: 90 feet
Components: V
Duration: Concentration, up to 1 hour

The user chooses a creature they can see within range and mystically marks it as their quarry. Until the Power ends, the user deals an additional 2 earth damage to the target whenever they hit it with a weapon attack. The user also has advantage on any Perception or Survival checks made to find the target.

Overload. The user can concentrate on this Power for an additional 2 hours for each additional SP spent on it.

Burrow

School: Earth Magic
Charge Time: 2 AP
SP Cost: 2 SP
LP Cost: 7 LP

Range: Touch
Components: V, S, M (a pinch of dirt)
Duration: 1 hour

The user touches a willing creature to grant it the ability to burrow. For the duration, it gains a burrowing speed of 10 feet. If the creature already has a burrowing speed, that speed increases by 10 feet.

Deodar's Entangling Grasp

School: Earth Magic
Charge Time: 2 AP
SP Cost: 1 SP
LP Cost: 5 LP

Range: 90 feet
Components: V, S
Duration: Concentration, up to 1 minute

Mischievous laughter briefly echoes through the air as grasping weeds and vines sprout from the ground in a 20-foot square within range. For the duration, these plants turn the area into difficult terrain. They wilt away and disappear when this Power ends.

Each creature in the area when this Power is used—except for the user—must succeed on a Strength saving throw or become restrained by the plants until this Power ends. A creature restrained in this way may take a 1 AP action to make a Athletics check against the user's Power save DC. On a success, the creature frees itself and is no longer restrained by the plants.

Halitosis

School: Earth Magic
Charge Time: 2 AP
SP Cost: 0 SP
LP Cost: 3 LP

Range: 30 feet
Components: V, S
Duration: Instantaneous

The user opens their mouth and lets out a noxious gas, selecting a creature within range. That creature must make an Endurance saving throw. On a failed throw, it takes 2 earth damage, and it takes an additional 2 poison damage at the end of its turn.

Amplifying. The initial damage and additional damage both increase when the user reaches 100 Level Points (4 initial and 4 additional damage), 150 Level Points (6 initial and 6 additional damage), and 200 Level Points (8 initial and 8 additional damage).

Jhuidah's Purifying Aura

School: Earth Magic
Charge Time: 2 AP
SP Cost: 1 SP
LP Cost: 5 LP

Range: 10 feet

Components: V, S
Duration: Instantaneous

All non-magical food and drink within a 5-foot sphere centred on a point of the user's choice within range is purified and rendered free of poison, disease, and rot.

Kari's Green Word

School: Earth Magic
Charge Time: 2 AP
SP Cost: 0 SP
LP Cost: 3 LP

Range: 30 feet
Components: V, S
Duration: Instantaneous

Whispering to spirits of nature, the user creates one of the following effects within range:

Weather Sensor. A tiny, harmless sensory effect predicts what the weather will be at the location for the next 24 hours. The effect may manifest as a golden orb for clear skies, a cloud for rain, a snowflake for snow, or something similar. The effect persists for 1 round.

Bloom. A flower instantly blossoms, a seed pod opens, or a leaf bud blooms.

Sensory Effect. An instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a Petpet, or the smell of a flower, is created. The effect must fit within a 5-foot cube.

Play With Fire. A candle, torch, or small campfire is instantly snuffed out or lit.

Mystical Skin

School: Earth Magic
Charge Time: 2 AP
SP Cost: 1 SP
LP Cost: 5 LP

Range: Touch
Components: V, S, M (a piece of cured leather)

Duration: 8 hours

The user touches a willing creature who is not wearing armour (including magic armour). The target adds half their highest Elemental Affinity, rounded up, to their AC. The Power ends if the target dons armour or if the target has the *Mystical Shroud* Power used on them.

Nature's Vengeance

School: Earth Magic
Charge Time: 1 AP
SP Cost: 0 SP
Level Point Cost: 3 Points

Range: Touch
Components: V, S, M (mistletoe or shamrock and a club or quarterstaff)
Duration: 1 minute

The wood of a club or quarterstaff the user is holding becomes imbued with nature's power. For the duration, the user may use their Power Usage ability instead of Strength for the attack rolls of Melee Attacks using the weapon. The weapon also becomes Remarkable if it isn't already, but it doesn't have an element; its base weapon damage is 3. This Power ends if it is used again or if the user lets go of the weapon.

Amplifying. The base weapon damage increases when the user reaches 100 Level Points (4 damage), 150 Level Points (5 damage), and 200 Level Points (6 damage).

Poison Spray

School: Earth Magic
Charge Time: 2 AP
SP Cost: 0 SP
Level Point Cost: 3 Points

Range: 10 feet
Components: V, S
Duration: Instantaneous

The user extends a hand towards a creature they can see within range and projects a puff of noxious gas from their palm. The target must succeed on an Endurance saving throw or take 5 poison damage.

Amplifying. The damage increases when the user reaches 100 Level Points (8 damage), 150 Level Points (11 damage), and 200 Level Points (14 damage).

Spike Growth

School: Earth Magic
Charge Time: 2 AP
SP Cost: 2 SP
Level Point Cost: 7 Points

Range: 150 feet
Components: V, S, M (seven thorns or seven twigs that have been sharpened to a point)
Duration: Concentration, up to 10 minutes

The ground in a 20-foot radius sphere centred on a point the user chooses within range sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2 physical damage for every 5 feet it travels.

The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time this Power is used must take a Search action and succeed on either a Perception or Survival check against the user's Power save DC to recognise the terrain as hazardous before entering it.

Summon Petpets

School: Earth Magic
Charge Time: 2 AP
SP Cost: 3 SP
Level Point Cost: 9 Points

Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 hour

The user channels the magic of their surroundings into the forms of a large pack of intangible Petpets in an unoccupied space they can see within range. The pack lasts for the duration, takes up a 10-by-10-foot space, and they take the appearance of Petpets that would be native to the surrounding area.

The user has advantage on Strength saving throws while they're within 5 feet of the pack. The first time they move on their turn, they can also move the pack up to 30 feet to an unoccupied space they can see.

Whenever the pack moves within 10 feet of a creature the user can see, and whenever a creature the user can see enters a space within 10 feet of the pack or ends its turn there, the user can force that creature to make an Agility saving throw. On a failed save, the creature takes 12 physical damage. A creature makes this save only once per turn.

Overload. This Power's damage increases by 4 for each additional SP spent to use it.

Wall of Stone

School: Earth Magic
Charge Time: 2 AP
SP Cost: 5 SP
Level Point Cost: 13 Points

Range: 120 feet
Components: V, S, M (a small cube of granite)
Duration: Concentration, up to 10 minutes

A non-magical wall of solid stone springs into existence at a point the user chooses within range. The wall is 6 inches thick and is composed of 10 10-foot by 10-foot panels. Each panel must be contiguous with another panel. Alternatively, the user may create 10-foot by 20-foot panels that are only 3 inches thick.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (the user chooses which side). If the creature would be surrounded on all sides by the wall (or the wall and another surface), that creature may make an Agility saving throw. On a success, it may use a 1 AP Reaction to move up to its walking speed, so it is no longer enclosed by the wall.

The wall may have any shape the user desires, though it cannot occupy the same space as a creature or object. The wall does not need to be vertical or resting on any firm foundation. It must, however, merge with and be solidly supported by existing stone. For example, it can be used to create a bridge across a chasm or to create a ramp.

If the user creates a span greater than 20 feet in length, each panel must be halved in size to create supports. The wall may be crudely shaped to create battlements and similar features.

The wall is an object made of stone that can be damaged and breached. Each panel has an AC of 6 and 30 HP per inch of thickness, and the panels are immune to life damage and dark damage. Reducing a panel to 0 HP destroys it and might cause connecting panels to collapse, at the GM's discretion.

If the user maintains their concentration on this Power for its full duration, the wall becomes permanent and cannot be dispelled. Otherwise, the wall disappears when this Power ends.

Fire Powers

Fireball

School: Fire Magic
Charge Time: 2 AP
SP Cost: 3 SP
LP Cost: 9 LP

Range: 150 feet
Components: V, S, M (a tiny ball of *Barbat* guano and sulphur)
Duration: Instantaneous

A bright streak flashes from the user's pointed finger towards a point they choose within range, which blooms into an explosion of searing flame. Each creature within a 20-foot radius sphere centred on the point of impact must make an Agility saving throw. A creature takes 16 fire damage on a failed saving throw or half as much on a successful saving throw.

The fire spreads around corners and ignites flammable objects within the area that are not being worn or carried.

Overload. This Power's fire damage increases by 3 for each additional SP spent on it.

Hold Neopet

School: Fire Magic
Charge Time: 2 AP

SP Cost: 2 SP
LP Cost: 7 LP

Range: 60 feet
Components: V, S, M (a small, straight piece of iron)
Duration: Concentration, up to 1 minute

The user selects a Neopet they can see within range. The target must succeed on a Magic saving throw or become paralysed for the duration. At the end of each of its turns, the target may repeat this saving throw, ending the effect on themselves on a success.

Overload. For each additional SP spent on this Power, the user can target an additional Neopet. The Neopets must be within 30 feet of each other when they are targeted.

Inspiring Performance

School: Fire Might
Charge Time: 3 AP
SP Cost: 2 SP
LP Cost: 7 LP

Range: 60 feet
Components: V, S, M (a musical instrument, cheerleaders' ribbons or pom-poms, or some other item related to the user's performance)
Duration: 10 minutes

The user's music, words, or movements inspire another willing creature within range to go above and beyond. Until this Power ends, that target can add a bonus of 2 to the result of any ability check, attack roll, or saving throw they make, and then this Power ends. That target must decide to use this effect before the outcome is known – it can't be used to undo a previous failure, or turn a missed attack into a hit.

This Power also ends on a target if *Inspiring Performance* is used on it again, regardless of if the target used the effect.

Lava Spit

School: Fire Magic
Charge Time: 2 AP
SP Cost: 0 SP
LP Cost: 3 LP

Range: 120 feet
Components: V, S
Duration: Instantaneous

The user hurls a flaming glob of lava from their mouth at a creature or object in range. The user makes a Ranged Attack against the target. On a hit, the target takes 4 fire damage. A flammable object hit by this Power ignites, provided it is not being worn or carried.

Amplifying. The damage increases when the user reaches 100 Level Points (8 damage), 150 Level Points (12 damage), and 200 Level Points (16 damage).

Meteor Shower

School: Fire Magic
Charge Time: 2 AP
SP Cost: 9 SP
LP Cost: 21 LP

Range: 1 mile
Components: V, S
Duration: Instantaneous

Blazing meteors plummet to the ground at four different points the user can see within range. Each creature within a 40-foot radius sphere centred on each of the points must make an Agility saving throw. These spheres spread around corners. A creature takes 40 fire damage and 40 physical damage on a failed saving throw or half as much damage on a successful one. If a creature is in more than one sphere, it only takes the damage once. This Power damages objects caught within the spheres and ignites flammable objects that are not being worn or carried.

Rage

School: Fire Might
Charge Time: 2 AP
SP Cost: 3 SP
Level Point Cost: 9 Points

Range: Self
Components: –
Duration: 1 minute

The user fully gives in to the thrill of battle for the duration. Until this Power ends, the user can't use Powers, and they gain the following benefits:

- The user has advantage on Strength checks and Strength saving throws.
- The user has 2 levels of physical resistance.
- When the user hits with a melee weapon attack, they deal an additional 2 physical damage.

This Power ends early if the user spends a full turn without attacking another creature.

Sear

School: Fire Magic
Charge Time: Reaction (1 AP, taken when damaged by any effect from a creature within range the user can see)
SP Cost: 1 SP
Level Point Cost: 5 Points

Range: 60 feet
Components: V, S
Duration: Instantaneous

The user points a finger at the creature that damaged them, and that creature is momentarily surrounded by flames. The creature must make an Agility saving throw. It takes 8 fire damage on a failed saving throw or half as much damage on a successful one.

Overload. This Power's damage increases by 4 for each additional SP spent to use it.

Uncontrollable Laughter

School: Fire Magic
Charge Time: 2 AP
SP Cost: 1 SP
Level Point Cost: 5 Points

Range: 30 feet
Components: V, S, M (a humerus bone and a feather that is waved in the air)
Duration: Concentration, up to 1 minute

One creature of the user's choice they can see within range makes a Magic saving throw. On a failed save, it falls prone and becomes incapacitated for the duration.

During that time, it laughs uncontrollably if it's capable of laughter, and it can't end its prone condition on itself.

At the end of each of its turns and each time it takes damage, the target makes another Magic saving throw. The target has advantage on this saving throw if it is triggered by damage. On a successful save, this Power ends.

Vicious Mockery

School: Fire Magic
Charge Time: 2 AP
SP Cost: 0 SP
Level Point Cost: 3 Points

Range: 60 feet
Components: V
Duration: Instantaneous

The user unleashes a string of insults laced with subtle magic at a creature they can see or hear within range. The target must succeed on a Defence saving throw or take 2 fire damage and have disadvantage on the next attack roll it makes before the end of its next turn.

Amplifying. The damage increases when the user reaches 100 Level Points (4 damage), 150 Level Points (6 damage), and 200 Level Points (8 damage).

Wall of Fire

School: Fire Magic
Charge Time: 2 AP
SP Cost: 4 SP
Level Point Cost: 11 Points

Range: 120 feet
Components: V, S, M (a piece of charcoal)
Duration: Concentration, up to 1 minute

The user summons a wall of fire on a solid surface within range. The wall may be up to 60 feet long, 20 feet high, and 1 foot thick or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts for the duration.

When the wall appears, each creature within its area must make an Agility saving throw, taking 15 fire damage on a failed save or half as much on a successful one.

One side of the wall, selected by the user, deals 15 fire damage to each creature that ends its turn within 10 feet of that side or within the wall. A creature takes the same damage when it enters the wall for the first time or ends its turn there. The other side of the wall deals no damage.

Overload. This Power's damage increases by 3 for each additional SP spent to use it.

Water Powers

Attack of the Gummy Dice

School: Water Magic
Charge Time: 2 AP
SP Cost: 5 SP
LP Cost: 13 LP

Range: Touch
Components: V, S, M (three six-sided dice)
Duration: Instantaneous

Colourful gummy dice plummet to the ground at three different points the user can see within range, choosing a different colour for each point. Each creature in a 10-foot cube centred on each of the points must make an Agility saving throw or suffer the effects described below, depending on which colour die struck them. If a target is in more than one cube, it only takes damage from the first die to strike it, but it still suffers the additional effects of the other dice.

Red. A creature takes 10 fire damage on a failed save or half as much on a successful one. Flammable objects in the area ignite, provided they are not being worn or carried.

Green. On a failed save, a creature takes 10 earth damage and is knocked prone. On a success, a creature takes half as much damage only. This gummy die leaves residue behind that turns the affected area into non-magical difficult terrain for 1 minute.

Purple. On a failed save, a creature takes 10 water damage and is knocked prone. On a success, a creature takes half as much damage only. This gummy die leaves residue behind that turns the affected area into non-magical difficult terrain for 1 minute.

Blizzard

School: Water Magic
Charge Time: 2 AP
SP Cost: 3 SP
LP Cost: 9 LP

Range: 150 feet
Components: V, S, M (a miniature umbrella)
Duration: Concentration, up to 1 minute

Until this Power ends, freezing rain, snow, and sleet fall in a 30-foot tall cylinder with a 30-foot radius centred on a point the user chooses within range. The area is heavily obscured, and exposed flames within it are doused.

The ground in the area becomes covered in slick ice, making it difficult terrain. When a creature enters this Power's area for the first time on a turn or starts its turn there, it must succeed on an Agility saving throw or fall prone and lose concentration.

Colourise

School: Water Magic
Charge Time: 2 AP
SP Cost: 7 SP
LP Cost: 17 LP

Range: 60 feet
Components: V, S, M (a non-magical Paint Brush with a bejewelled handle worth at least *1,000,000 Neopoints*)
Duration: Instantaneous

A stream of rainbow-coloured water shoots from the finger of the user, engulfing a Neopet or Petpet within range. An unwilling target may make an Agility saving throw to avoid this Power's effect. The target is transformed by the rainbow waters, and their colour becomes that of the user's choosing. If the target is not a Neopet or Petpet, this Power has no effect.

Icicle

School: Water Magic
Charge Time: 2 AP
SP Cost: 1 SP

LP Cost: 5 LP

Range: 60 feet
Components: S, M (a drop of water)
Duration: Instantaneous

An icicle forms from the user's pointed finger and flies in the direction they point for 60 feet or until it hits an obstacle or another creature. A creature in the path of the icicle must make an Agility saving throw. On a failed save, the target takes 6 water damage and 3 physical damage. On a successful save, the creature dodges the icicle, and it continues on its path until it hits something else or reaches its full range.

Overload. For each additional SP spent on this Power, its damage increases by 3 water damage.

Marak's Water Walk

School: Water Magic
Charge Time: 2 AP
SP Cost: 3 SP (Ritual)
LP Cost: 9 LP

Range: 30 feet
Components: V, S, M (a piece of cork)
Duration: 1 hour

This Power grants the user the ability to move across any liquid surface as if it were harmless solid ground. This can be water, acid, mud, snow, quicksand, or even lava. However, if the user is crossing lava, they will still take damage from the increased heat. The user may also give this ability to up to ten willing creatures within range when using the Power.

If the target is a creature submerged in liquid, this Power carries the target to the surface of the liquid at a rate of 60 feet per round.

Meditate

School: Water Magic
Charge Time: 2 AP
SP Cost: 1 SP
LP Cost: 5 LP

Range: Touch
Components: V, S, M (a desktop sand garden or a pea pod)
Duration: Instantaneous

The user touches a willing creature and reduces their stress by 2 levels. That target can't benefit from this Power again for three days.

Petpet Polymorph

School: Water Magic
Charge Time: 2 AP
SP Cost: 4 SP
Level Point Cost: 11 Points

Range: 60 feet
Components: V, S, M (a Petpetpet's cocoon)
Duration: Concentration, up to 1 hour

The user attempts to transform a creature they can see within range into a Petpet. The target must succeed on a Defence saving throw or be shapeshifted into a Petpet form for the duration. That form can be any Petpet of the user's choice that has a number of Level Points equal to or less than the target's. The target's game statistics are replaced by the stat block of the chosen Petpet's, but the target retains its personality, creature types, and HP.

The target gains a number of temporary HP equal to the HP of the Petpet form. These temporary HP vanish if any remain when this Power ends. This Power ends early on the target if it has no temporary HP left.

The target is limited in the actions it can perform by the anatomy of its new form. It can't speak or use Powers unless its Petpet form normally can, though it can still communicate via telepathy or sign language if it could before.

The target's gear melds into the new form. The creature can't use or otherwise benefit from any of that equipment.

Speak with Petpets

School: Water Magic
Charge Time: 2 AP
SP Cost: 1 SP (Ritual)
Level Point Cost: 5 Points

Range: Self
Components: V, S
Duration: 10 minutes

For the duration, the user gains the ability to comprehend and verbally communicate with Petpets.

Most Petpets have little to say about topics that don't pertain to survival, companionship, or their immediate surroundings, but at a minimum, a Petpet can give you information about nearby locations and creatures, including whatever it has perceived within the past day.

A Petpet that has traveled with the user of this Power or their companions will have much more to talk about—perhaps as much as any other party member. Similarly, Petpets that have important jobs, like spacecraft mechanics or government bureaucrats, will be able to hold the same sorts of conversations that a Neopet with that job would be able to.

Wall of Ice

School: Water Magic
Charge Time: 2 AP
SP Cost: 6 SP
Level Point Cost: 15 Points

Range: 120 feet
Components: V, S, M (A small piece of quartz)
Duration: Concentration, up to 1 minute

The user creates a wall of ice on a solid surface with range. It can be formed into a hemispherical dome or a sphere with a radius of up to 10 feet, or a flat surface can be shaped with 10-foot square panels. Each panel must be contiguous with another panel. In any form, the wall is 1 foot thick and lasts for the duration.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (chosen by the user) and makes an Agility saving throw, taking 20 water damage on a failed save or half as much on a successful one.

The wall is an object that can be damaged and breached. It has an AC of 4 and 30 HP per 10-foot section. It is immune to water, life, and dark damage, and it has 3 levels of

fire vulnerability. Reducing a 10-foot section to 0 HP destroys it and leaves behind a sheet of frigid air in the space the wall occupied.

A creature moving through the frigid air for the first time on a turn makes an Endurance saving throw, taking 10 water damage on a failed save or half as much on a successful one.

Overload. For each additional SP spent on this Power, the damage the wall deals when it appears increases by 4, and the damage from passing through the sheet of frigid air increases by 2.

Water Jet

School: Water Magic
Charge Time: 2 AP
SP Cost: 0 SP
Level Point Cost: 3 Points

Range: 60 feet
Components: V, S
Duration: Instantaneous

A jet of pressurised water streaks towards a target in range. The user makes a Ranged Power Attack against the target. On a hit, the target takes 3 water damage and is drenched so badly that its speed is reduced by 10 feet until the start of the user's next turn.

Amplifying. The damage increases when the user reaches 100 Level Points (6 damage), 150 Level Points (9 damage), and 200 Level Points (12 damage).

Light Powers

Bless

School: Light Magic
Charge Time: 2 AP
SP Cost: 1 SP
LP Cost: 5 LP

Range: 30 feet

Components: V, S, M (a sprinkling of Faerie Water)
Duration: Concentration, up to 1 minute

The user confers a blessing onto up to three creatures of their choice within range. Whenever a target makes an attack roll or saving throw while blessed in this way, they may add 1 to the attack roll or saving throw.

Overload. The user can target an additional creature for each extra SP spent on this Power. If the user spent at least 4 SP on this Power, the target(s) may add 2 to their attack roll or save instead.

Burning Light

School: Light Magic
Charge Time: 2 AP
SP Cost: 0 SP
LP Cost: 3 LP

Range: 60 feet
Components: V, S
Duration: Instantaneous

Radiant light descends on a creature the user can see within range. The target must succeed on an Agility saving throw or take 3 light damage. The target gains no benefit from cover for this save.

Amplifying. The damage increases when the user reaches 100 Level Points (6 damage), 150 Level Points (9 damage), and 200 Level Points (12 damage).

Daylight

School: Light Magic
Charge Time: 2 AP
SP Cost: 3 SP
LP Cost: 9 LP

Range: 60 feet
Components: V, S
Duration: 1 hour

For the duration, a 60-foot radius sphere of sunlight spreads out from a point of the user's choice within range. The sphere consists of bright light and sheds dim light an additional 60 feet.

Alternatively, the user can choose an object within range that isn't being worn or carried. The sunlight emanates from that object, shedding bright light for 60 feet and dim light for an additional 60 feet. Completely covering the object with something opaque, like a bowl or helm, blocks the sunlight.

If any of this Power's area overlaps with an area of darkness created by a magical Power that had 3 SP or fewer spent on it, the Power that created the darkness is dispelled.

Detect Magic

School: Light Magic
Charge Time: 2 AP
SP Cost: 1 SP (Ritual)
LP Cost: 5 LP

Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

For the duration, the user can sense the presence of magic and magical effects within 30 feet of them. If they sense magic in this way, they may take a 1 AP action to see a faint aura around any visible creature or object in the area that bears magic. If the creature or object has an elemental school, the user also learns what school it belongs to.

This Power is blocked by 1 foot of stone, dirt, or wood; 1 inch of metal; or a thin sheet of lead.

Identify

School: Light Magic
Charge Time: 1 minute
SP Cost: 1 SP (Ritual)
LP Cost: 5 LP

Range: Touch

Components: V, S, M (a pearl worth at least *100,000 Neopoints* and a *Whoot* feather)
Duration: Instantaneous

The user chooses one object they touch throughout the use of the Power. If it is a magic item or is imbued with magic, the user learns its properties and how to use them, if it has charges and, if so, how many charges it has, and if it requires attunement. The user learns if there are any Powers affecting the item and what those Powers are. If the item was created via a Power, the user learns which Power created it.

If the user instead touches a creature during the use of this Power, they learn if any Powers are affecting that creature and what those Powers are.

Light Knight

School: Light Magic
Charge Time: 2 AP
SP Cost: 4 SP
LP Cost: 11 LP

Range: 30 feet
Components: V
Duration: 8 hours

A Large-sized shimmering guardian appears and hovers for the duration in an unoccupied space of the user's choice that they can see within range. The guardian occupies that space and is indistinct, aside from a gleaming sword and shield.

Any enemy that moves to a space within 10 feet of the guardian for the first time on a turn or starts its turn there makes an Agility saving throw, taking 20 light damage on a failed save or half as much on a successful one. The guardian vanishes when it has dealt a total of 60 damage.

Prestidigitation

School: Light Magic
Charge Time: 2 AP
SP Cost: 0 SP
Level Point Cost: 3 Points

Range: 10 feet
Components: V, S

Duration: Up to 1 hour

The user creates a magical effect within range, choosing from one of the options below. If this Power is used multiple times, up to three non-instantaneous effects can be maintained at once. Any such effect may be dismissed as a 1 AP action.

Sensory Effect. The user creates an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odour.

Play With Fire. The user instantaneously lights or snuffs out a candle, a torch, or a small campfire.

Clean or Soil. The user instantly cleans or soils an object no larger than 1 cubic foot.

Minor Sensation. The user chills, warms, or flavours up to 1 cubic foot of non-living material for 1 hour.

Magic Marker. The user makes a colour, mark, or symbol appear on an object or surface for 1 hour.

Minor Creation. A non-magical trinket or an illusory image that can fit in the user's hand appears and lasts until the end of the user's next turn. If a trinket is chosen, it can deal no damage and has no monetary worth.

Siyana's Branding Smite

School: Light Magic
Charge Time: 1 AP
SP Cost: 2 SP
Level Point Cost: 7 Points

Range: Self
Components: V
Duration: Concentration, up to 1 minute

The next time the user hits a creature with a Weapon Attack before this Power ends, the weapon gleams with radiant light as the they strike. The attack brands the creature with magical light and deals an additional 4 light damage. If the creature was invisible, it becomes visible and sheds dim light in a 5-foot radius until this Power ends. It is not able to become invisible while this Power is active.

Overload. For each additional SP spent on this Power, the damage dealt increases by 2.

Summon Shoulder Angelpuss

School: Light Magic
Charge Time: 2 AP
SP Cost: 3 SP
Level Point Cost: 9 Points

Range: 60 feet
Components: V, S, M (A piece of angel food cake)
Duration: Concentration, up to 1 minute

One creature the user can see within range must succeed on an Endurance saving throw, or a tiny, illusory Angelpuss appears on the creature's shoulder and whispers in their ear. The Angelpuss is invisible except to the user and the target.

The Angelpuss guides the target towards good deeds and away from evil ones. Anytime a creature would take an action that would harm another creature, they must make an Endurance saving throw, or their action is not completed and is wasted.

This Power fails against a target that cannot be charmed or against a target that doesn't understand any languages. If the target is also under the effect of *Summon Shoulder Devilpuss*, both illusory Petpets begin to bicker, leaving them unable to influence the target.

Overload. When using 4 SP on this Power, the user can maintain concentration on it for up to 10 minutes. Using 5 SP or more, this Power doesn't require concentration, and its duration becomes 8 hours. Using 7 SP or more, the duration becomes 24 hours. Using 9 SP or more, this Power lasts until dispelled.

True Seeing

School: Light Magic
Charge Time: 2 AP
SP Cost: 6 SP
Level Point Cost: 15 Points

Range: Touch

Components: V, S, M (mushroom powder worth at least *25,000 Neopoints*, which this Power consumes)
Duration: 1 hour

For the duration, a willing creature the user touches has truesight with a range of 120 feet.

Wall of Rainbows

School: Light Magic
Charge Time: 2 AP
SP Cost: 9 SP
Level Point Cost: 21 Points

Range: 60 feet
Components: V, S
Duration: 10 minutes

A shimmering, multicoloured plane of light forms a vertical, opaque wall up to 90 feet long, 30 feet high, and 1 inch thick that is centred on a point within range. Alternatively, the user can shape the wall into a sphere up to 30 feet in diameter that is centred on a point within range. The wall lasts for the duration. If the user positions the wall in a space occupied by a creature, this Power fails with no effect.

The wall sheds bright light within 100 feet and dim light for an additional 100 feet. The user and creatures the user designates when using this Power may pass through and be near the wall without harm. If another creature that can see the wall moves to within 20 feet of it or starts its turn there, that creature must succeed on an Endurance saving throw or become blinded for 1 minute.

The wall consists of seven layers, each with a different colour. When a creature reaches into or passes through the wall, it does so one layer at a time through all the layers. Each layer forces the creature to make an Agility saving throw or be affected by that layer's properties, as described below.

The wall, which has an AC of 3 and RC of 3, can be destroyed one layer at a time, in order from red to violet, by means specific to each layer. Once a layer is destroyed, it is gone for the duration. *Antimagic Field* has no effect on this wall, and *Dispel* can affect only the violet layer.

Red. The creature takes 24 fire damage on a failed save or half as much on a successful one. Non-magical Ranged Attacks cannot pass through this layer. This layer is destroyed if it takes at least 25 water damage.

Orange. The creature takes 24 poison damage on a failed save or half as much on a successful one. Magical Ranged Attacks cannot pass through this layer. This layer is destroyed by a strong wind (such as the one created by *Anarchic Wind*).

Yellow. The creature takes 24 shock damage on a failed save or half as much on a successful one. This layer is destroyed if it takes at least 60 spectral damage.

Green. The creature takes 24 earth damage on a failed save or half as much on a successful one. *Passwall* or other similar magic of equal or greater power that can open a portal on a solid surface destroys this layer.

Blue. The creature takes 24 water damage on a failed save or half as much on a successful one. This layer is destroyed if it takes at least 25 fire damage.

Indigo. On a failed saving throw, the creature becomes restrained and makes an Endurance saving throw at the end of each of its turns. If it successfully saves three times, it ends the restrained condition. If it fails three times, it becomes petrified until it is freed by an effect like the *Restore* Power. The successes and failures need not be consecutive; keep track of both until the target collects three of a kind. Powers cannot be used through this layer. This layer is destroyed by bright light shed from the *Daylight* Power or a similar magical Power that creates sunlight.

Violet. On a failed saving throw, the creature becomes blinded and makes a Magic saving throw at the start of the user's next turn. On a successful save, the condition ends. On a failed save, the condition ends, and the creature is transported to a random location, which need not be in the same dimension (GM's choice). This layer is destroyed by *Dispel*.

Dark Powers

Darkness

School: Dark Magic
Charge Time: 2 AP
SP Cost: 2 SP
LP Cost: 7 LP

Range: 60 feet
Components: V, M (*Barbat* fur and a drop of pitch or a piece of coal)
Duration: Concentration, up to 10 minutes

For the duration, magical darkness spreads from a point of the user's choice within range to fill a 15-foot radius sphere for the duration. The darkness spreads around corners. Darkvision can't see through this magical darkness, and non-magical light cannot illuminate it.

Alternatively, the user can choose an object in range they are holding or one that is not being worn or carried. Magical darkness emanates from that object in a 15-foot radius sphere and moves with it, spreading around corners. Completely covering the object with something opaque, like a bowl or helm, blocks the darkness.

If any of this Power's area overlaps with an area of light created by a Power that had 2 SP or fewer spent to use it, the Power that created the light is dispelled.

Disguise Self

School: Dark Magic
Charge Time: 2 AP
SP Cost: 1 SP
LP Cost: 5 LP

Range: Self
Components: V, S
Duration: 1 hour

The user makes themselves—including their clothing, armour, weapons, and other belongings—look different either until this Power ends or they take a 1 AP action to end this Power early. The user can seem up to 1 foot shorter or taller and may change their body weight. This Power is not able to change species and can only change colours if the target colour is only cosmetically different from the original colour. This Power cannot change a Neopet into a mutant variant with extra limbs, for example.

The changes wrought by this Power are only an illusion and do not stand up to physical inspection. For example, if the user uses this Power to add a hat to their outfit, matter will pass through that hat, and anyone who touches it would feel nothing.

To discover the disguise, a creature may use a Search action on the user to make an Investigation check against the user's Power save DC.

Dominate Neopet

School: Dark Magic
Charge Time: 2 AP
SP Cost: 5 SP
LP Cost: 13 LP

Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

The user attempts to beguile a Neopet they can see within range. The target must succeed on a Magic saving throw or become charmed by the user for the duration of the Power. If the user or their companions are fighting the target, it has advantage on the saving throw.

While the target is charmed, it has a telepathic link with the user for the duration, provided the two are in the same dimension. This telepathic link can be used to issue commands to the Neopet while the user is conscious without the need for an action, which the Neopet will do its best to obey. If the Neopet completes its orders and does not receive any additional orders, it will defend itself from harm.

The user may use an action to take total control of the Neopet. Until the end of the user's next turn, the Neopet takes only actions the user chooses and does not do anything it is not directed to do. During this time, the user can also cause the Neopet to use a Reaction, but this requires the user using their own Reaction as well.

Each time the Neopet takes damage, it makes a new Magic saving throw, ending this Power on a successful saving throw.

Overload. When using this Power with 6 SP, the maximum duration of this Power is increased to 10 minutes. When using 7 SP, the maximum duration of this Power is increased to 1 hour. When using 8 SP or more, the maximum duration of this Power is increased to 8 hours.

Major Image

School: Dark Magic
Charge Time: 2 AP

SP Cost: 3 SP
LP Cost: 9 LP

Range: 120 feet
Components: V, S, M (A bit of fleece)
Duration: Concentration, up to 10 minutes

The user creates the image of an object, creature, or some other visible phenomenon that is no larger than a 20-foot cube. The image appears at a point the user can see within range and lasts for the duration. It seems real, including sounds, smells, and temperature appropriate to the thing it mimics, but it can't deal damage or cause conditions.

As long as the user is within range of the illusion, they may use their action to move the image to any other point within range. As the image changes location, the user may alter it so it appears to move in a natural way, such as walking. Similarly, the user may cause the image to make different sounds, such as mimicking a conversation.

Physical interaction with the image reveals its nature as an illusion, as objects can pass through it. A creature that uses a Search action to examine the image can determine it is an illusion if it passes an Investigation check against the user's Power save DC. If a creature discovers the nature of the illusion, they can see through it, and its other sensory qualities become faint to the creature.

Overload. If 4 or more SP are used on this Power, it lasts until dispelled and does not require concentration.

Mystical Shroud

School: Dark Magic
Charge Time: 2 AP
SP Cost: 1 SP
LP Cost: 5 LP

Range: Touch
Components: V, S, M (a piece of thin cloth)
Duration: 8 hours

The user touches a willing creature who is not wearing armour (including magic armour). The target adds half of their highest Elemental Affinity, rounded up, to their RC.

This Power ends if the target dons armour or if the target has the *Mystical Skin* Power used on them.

Psychic Blast

School: Dark Magic
Charge Time: 2 AP
SP Cost: 0 SP
Level Point Cost: 3 Points

Charge Time: 1 AP
Range: 60 feet
Components: V, S
Duration: Instantaneous

The user focuses their psychic abilities to push back one creature they can see within range. The target must make a Defence saving throw. On a failed save, the target takes 2 dark damage and is pushed back 5 feet if it is Small-sized or smaller.

Amplifying. The damage increases when the user reaches 100 Level Points (4 damage), 150 Level Points (6 damage), and 200 Level Points (8 damage). At 200 Level Points, this Power is capable of pushing back creatures that are Medium-sized or smaller.

Suggestion

School: Dark Magic
Charge Time: 2 AP
SP Cost: 2 SP
Level Point Cost: 7 Points

Range: 30 feet
Components: V, M (a *Cobrall's* tongue and either a bit of honeycomb or a drop of sweet oil)
Duration: Concentration, up to 8 hours

The user suggests a course of activity, described in no more than 25 words, to one creature they can see within range that can hear and understand them. The suggestion must sound achievable and not involve anything that would obviously deal damage to the target or its allies. For example, the user could say, 'Fetch the key to King Skarl's

treasure vault, and give the key to me.' Or they could say, 'Stop fighting. Leave this library peacefully, and don't return.'

The target must make a Magic saving throw or become charmed for the duration or until the user or their allies deal damage to the target. A charmed target pursues the suggestion to the best of its ability. The suggested activity can continue for the entire duration, but if the suggested activity can be completed in a shorter time, this Power ends for the target upon completing it.

This Power fails against a target that cannot be charmed.

Summon Shoulder Devilpuss

School: Dark Magic
Charge Time: 2 AP
SP Cost: 3 SP
Level Point Cost: 9 Points

Range: 60 feet
Components: V, S, M (a deviled egg)
Duration: Concentration, up to 1 minute

One creature the user can see within range must succeed on an Endurance saving throw, or a tiny, illusory Devilpuss appears on the creature's shoulder and whispers in their ear. The Devilpuss is invisible except to the user and the target.

The Devilpuss guides the target towards evil deeds and away from good ones. Anytime a creature would take an action that would benefit another creature, they must make an Endurance saving throw, or their action is not completed and is wasted.

This Power fails against a target that cannot be charmed or against a target that doesn't understand any languages. If the target is also under the effect of *Summon Shoulder Angelpuss*, both illusory Petpets begin to bicker, leaving them unable to influence the target.

Overload. When using this Power with 4 SP or more, the user can maintain concentration on it for up to 10 minutes. Using 5 SP or more, this Power doesn't require concentration, and its duration becomes 8 hours. Using 7 SP or more, the duration becomes 24 hours. Using 9 SP or more, this Power lasts until dispelled.

The Brain Tree's Befuddlement

School: Dark Magic
Charge Time: 2 AP
SP Cost: 8 SP
Level Point Cost: 19 Points

Range: 150 feet
Components: V, S, M (a handful of clay, crystal, glass, or mineral spheres)
Duration: Instantaneous

The user blasts the mind of a creature they can see within range. The target makes a Magic saving throw.

On a failed saving throw, the target takes 50 dark damage and can't use Powers or take any Use Power actions. At the end of every 30 days, the target can repeat the Magic saving throw against this Power, ending the effect on a success. This effect can be ended by *Renew*. (There will be other Powers that can end this effect in the final book.)

On a successful save, the target takes 25 dark damage, and nothing else happens.

The Sleeper's Dream Trance

School: Dark Magic
Charge Time: 1 minute
SP Cost: 5 SP
Level Point Cost: 13 Points

Range: Special, see description
Components: V, S, M (a handful of sand)
Duration: 8 hours

The user targets a creature they know in the same dimension. The user or a willing creature they touch enters a trancelike state to act as a dream messenger. While in this trance, the messenger is incapacitated.

If the target is asleep, the messenger appears in the target's dreams and can converse with the target as long as it remains asleep, through this Power's duration. The messenger can also shape the dream's environment, creating landscapes, objects, and other images. The messenger can emerge from the trance at any time, ending this Power. The target recalls the dream perfectly upon waking.

If the target is awake when this Power is used, the messenger knows it and can either end the trance (and this Power) or wait for the target to sleep, at which point the messenger enters its dreams.

The user can make the messenger terrifying to the target. If they do so, the messenger can deliver a message of no more than ten words, and then the target makes a Defence saving throw. On a failed save, the target gains no benefit from its rest and takes 6 dark damage when it wakes up.

Wall of Blades

School: Dark Magic
Charge Time: 2 AP
SP Cost: 6 SP
Level Point Cost: 15 Points

Range: 90 feet
Components: V, S
Duration: Concentration, up to 10 minutes

The user creates a vertical wall of whirling, razor-sharp blades made of dark energy. The wall appears within range and lasts for the duration. The user may make a straight wall up to 100 feet long, 20 feet high, and 5 feet thick or a ringed wall up to 60 feet in diameter, 20 feet high, and 5 feet thick. The wall provides half cover to creatures behind it, and its space is difficult terrain.

Any creature in the wall's space makes an Agility saving throw, taking 24 dark damage on a failed save or half as much on a successful one. A creature also makes that save if it enters the wall's space or ends its turn there. A creature makes that save only once per turn.

Life Powers

Chill Touch

School: Life Magic
Charge Time: 2 AP
SP Cost: 0 SP
LP Cost: 3 LP

Range: Touch

Components: V, S
Duration: Instantaneous

Channeling the chill of the grave, make a Melee Power Attack against a target within reach. On a hit, the target takes 4 life damage, and it can't regain HP until the end of the user's next turn.

Amplifying. The damage increases when the user reaches 100 Level Points (8 damage), 150 Level Points (12 damage), and 200 Level Points (16 damage).

Healing Mantra

School: Life Magic
Charge Time: 10 Minutes
SP Cost: 2 SP
LP Cost: 7 LP

Range: 30 feet
Components: V
Duration: Instantaneous

Up to six creatures of the user's choice that they can see within range regain HP equal to 6 + the user's Life Elemental Affinity. This Power has no effect on the Undead or Constructs.

Overload. This Power heals each of its targets for an extra 3 HP for each additional SP spent on it.

Inflict Wounds

School: Life Magic
Charge Time: 2 AP
SP Cost: 1 SP
LP Cost: 5 LP

Range: Touch
Components: V, S
Duration: Instantaneous

A creature the user touches makes an Endurance saving throw, taking 8 life damage on a failed save or half as much on a successful one.

Overload. This Power's damage increases by 4 for each additional SP spent on it.

Panacea

School: Life Magic
Charge Time: 2 AP
SP Cost: 9 SP
Level Point Cost: 21 Points

Range: 60 feet
Components: V, S
Duration: Instantaneous

A flood of healing energy flows from the user into injured creatures around them. They restore up to 700 HP, divided as they choose among any number of creatures the user can see within range. Creatures healed by this Power are also cured of any diseases, and any effects imposing the blinded, deafened, or poisoned conditions end for them.

Plant Growth

School: Life Magic
Charge Time: 2 AP (Overgrowth) or 8 hours (Enrichment)
SP Cost: 3 SP
Level Point Cost: 9 Points

Range: 150 feet
Components: V, S
Duration: Instantaneous

This Power channels vitality into plants within a specific area. The charge time determines whether this Power has the Overgrowth or the Enrichment effect below.

Overgrowth. The user chooses a point within range. All normal plants within a 100-foot radius sphere centred on that point become thick and overgrown. A creature walking or flying less than 10 feet above the ground through the area must spend 4 feet of movement for every 1 foot it moves. The user may exclude one or more areas of any size within the radius from being affected.

Enrichment. All plants in a half-mile radius centred on a point within range become enriched for 365 days. The plants yield twice the normal amount of food when harvested. They can benefit from only one use of *Plant Growth* per year.

Refresh

School: Life Magic
Charge Time: 1 AP
SP Cost: 2 SP
Level Point Cost: 7 Points

Range: Touch
Components: V, S
Duration: Instantaneous

The user touches a creature and can end one disease or one condition affecting it. The condition can be blinded, deafened, paralysed, or poisoned.

Raise Dead

School: Life Magic
Charge Time: 1 hour
SP Cost: 5 SP
Level Point Cost: 13 Points

Range: Touch
Components: V, S, M (a diamond worth at least *500,000 Neopoints,* which this Power consumes)
Duration: Instantaneous

With a touch, the user revives a dead creature if it has been dead for no longer than 10 days, its ghost is within 100 feet of it, and it had at least one creature type other than Undead or Construct when it died. For example, a dead creature that is an Undead Neopet or a Construct Neopet can be revived but not a creature that is only an Undead or only a Construct.

The creature returns to life with 1 HP. This Power also neutralises all poisons or diseases that affected the creature at the time of death.

This Power closes all mortal wounds, but it doesn't restore missing body parts. If the creature is lacking body ports or organs integral for its survival—its head, for instance—this Power automatically fails.

Coming back from the dead is an ordeal. Whenever the target would roll any die, decrease its size by 2. Every time the target finishes a rest, this penalty is reduced by 1 die size until the target regains the use of its original die sizes.

Renew

School: Life Magic
Charge Time: 2 AP
SP Cost: 6 SP
Level Point Cost: 15 Points

Range: 60 feet
Components: V, S
Duration: Instantaneous

The user chooses a creature they can see within range. A surge of positive energy washes through the creature, causing it to regain 70 HP. This Power also ends the blinded, poisoned and deafened conditions and cures any diseases the creature is suffering from.

Overload. This Power's healing increases by 10 for each additional SP spent to use it.

Wall of Teeth

School: Life Magic
Charge Time: 2 AP
SP Cost: 6 SP
Level Point Cost: 15 Points

Range: 120 feet
Components: V, S, M (A handful of thorns)
Duration: Concentration, up to 10 minutes

The user creates a hairy wall of fleshy tendrils with razor-sharp fangs. The wall appears within range on a solid surface and lasts for the duration. It can be up to 60 feet long, 10 feet high, and 5 feet thick, or it can be a circle with a 20-foot diameter that is up to 20 feet high and 5 feet thick. The wall blocks line of sight.

When the wall appears, each creature within its area must make an Agility saving throw, taking 21 physical damage on a failed save or half as much on a successful one.

A creature may move through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. Additionally, the first time a creature enters a space in the wall on a turn or ends its turn there, the creature makes an Agility saving throw, taking 21 physical damage on a failed save or half as much on a successful one. A creature makes this save only once per turn.

Overload. Both types of damage increase by 3 for each additional SP spent on this Power.

Withering Ray

School: Life Magic
Charge Time: 2 AP
SP Cost: 2 SP
Level Point Cost: 7 Points

Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

A black beam of enervating energy springs from the user's finger towards a creature within range. The target must make an Endurance saving throw. On a successful save, the target has disadvantage on the next attack roll it makes until the start of the user's next turn.

On a failed save, the target has disadvantage on any rolls made with its Strength die for the duration. During that time, whenever it makes an attack roll, decrease the size of the die it rolls by one. The target repeats the save at the end of each of its turns, ending this Power on a success.

Spectral Powers

Contact Powerful Entity

School: Spectral Magic
Charge Time: 1 Minute
SP Cost: 5 SP (Ritual)
LP Cost: 13 LP

Range: Self
Components: V, S, M (incense and a vial of Faerie Water)
Duration: 1 minute

The user mentally contacts a powerful and knowledgeable magical creature.

If the user has a Patron, they may contact that Patron. Otherwise, they may attempt to contact any magical creature willing to respond to their call. This creature may not be benevolent. If the user attempts to contact a malevolent or uncooperative creature this way, they must succeed on a DC 6 Magic saving throw. If the user contacts a benevolent creature, an ambivalent creature, or their Patron this way, they do not need to roll a saving throw.

On a failed save, the user takes 12 spectral damage and is incapacitated until they finish a rest. A *Restore* Power can end this effect.

Otherwise, the user may ask the creature up to five questions. The questions must be asked before this Power ends and will be answered to the best of the entity's knowledge. The GM answers each question with one word, such as *yes*, *no*, *maybe*, *never*, *irrelevant*, or *unclear* if the entity does not know the answer. If a one-word answer would be misleading, the GM may offer a short phrase instead.

The same creature can't be contacted with this Power again before finishing a rest. If attempted, that creature won't respond. Every time this Power is used before finishing a rest, the DC of the Magic saving throw when contacting a malevolent or uncooperative creature goes up by 2.

Dimensional Leap

School: Spectral Magic
Charge Time: 2 AP
SP Cost: 7 SP
LP Cost: 17 LP

Range: Touch
Components: V, S, M (a forked, metal rod attuned to a particular plane of existence worth at least *250,000 Neopoints*)
Duration: Instantaneous

The user and up to eight willing creatures who link hands in a circle are transported to a different dimension known to the user. For example, if the user is currently in the Material Realm, they can transport themselves to the Void. The user may specify the target location in general terms—such as the dimension itself—or a city within it, and the group appears in that destination.

Alternatively, if the user knows the sigil sequence for a specific Faerie Circle within the destination dimension, they may target that Faerie Circle as their destination. If that

Faerie Circle is too small to hold all of the group, they appear in the closest unoccupied spaces.

Dispel

School: Spectral Magic
Charge Time: 2 AP
SP Cost: 3 SP
LP Cost: 9 LP

Range: 120 feet
Components: V, S
Duration: Instantaneous

The user chooses any creature, object, or magical effect within range. Any ongoing Power affecting the target with a total SP cost less than or equal to this Power's cost ends. For each ongoing Power with a higher total SP cost than this Power, the user makes an ability check using their Power Usage ability. The DC equals that Power's total SP cost. On a successful check, that Power ends.

Overload. The user may spend as many additional SP on this Power as they wish.

Disrupt Power

School: Spectral Magic
Charge Time: Reaction (1 AP, taken when the user sees a creature within 60 feet using a Power with Verbal, Somatic, or Material components)
SP Cost: 3 SP
LP Cost: 9 LP

Range: 60 feet
Components: S
Duration: Instantaneous

The user attempts to interrupt a target that is in the process of using a Power. The creature makes an Endurance saving throw. On a failed save, their Power fails and has no effect. All AP spent on that Power are wasted, but all SP spent on it are refunded.

Hand of Jub

School: Spectral Magic
Charge Time: 2 AP

SP Cost: 0 SP
LP Cost: 3 LP

Range: 30 feet
Components: V, S
Duration: 1 minute

A spectral, floating hand appears at a point the user chooses within range. The hand lasts for duration or until the user dismisses it as an action. The hand vanishes if it is ever more than 30 feet from the user or if they use this Power again.

The user may use their action to control the hand. It may manipulate an object, open an unlocked door, stow or retrieve an item from a container, or pour out the contents of a bottle. The user may move the hand up to 30 feet each time it is used.

The hand cannot attack, activate magical items, or carry more than 10 pounds.

Magic Missile

School: Spectral Magic
Charge Time: 2 AP
SP Cost: 1 SP
LP Cost: 5 LP

Range: 120 feet
Components: V, S
Duration: Instantaneous

The user creates three glowing darts of magical force. Each dart hits a creature of the user's choice that they can see within range. A dart deals 2 spectral damage to its target. The darts all strike simultaneously and may be directed to hit different creatures or to all hit the same creature.

Overload. The user creates one extra dart for every additional SP spent on this Power.

NTY GLT

School: Spectral Magic
Charge Time: Reaction (2 AP, taken when the user suffers from any effect that forces a saving throw but before the saving throw is made)
SP Cost: 5 SP
Level Point Cost: 13 Points

Range: Self
Components: V, S
Duration: Instantaneous

The user whispers ancient, magical words of power. The user automatically succeeds on the triggering saving throw.

Obliterate

School: Spectral Magic
Charge Time: 2 AP
SP Cost: 6 SP
Level Point Cost: 15 Points

Range: 60 feet
Components: V, S, M (a lodestone and a pinch of dust)
Duration: Instantaneous

A thin, green ray springs from the user's pointed finger towards a target they can see within range. The target may be a creature, an object, or a creation of magical force, such as the wall created by the *Wall of Force* Power (even if such a creation is not visible to the creature).

A creature targeted by this Power must make an Agility saving throw. On a failed throw, the target takes 60 spectral damage. If this damage reduces the target's HP to 0, or if the target was already at 0 HP, it is obliterated. An obliterated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine, grey sludge. A creature killed in this way can only be restored to life via the *True Resurrection, Cxxsdssdc's Limited Wish,* or *Wish* Powers; it does not leave behind a ghost.

This Power automatically obliterates a Large or smaller non-magical object or a creation of magical force. If the target is a Huge or larger non-magical object or a creation of magical force, this Power obliterates a 10-foot cube portion of it. A magical object is unaffected by this Power.

Overload. This Power's damage increases by 6 for each additional SP spent to use it.

Translocate

School: Spectral Magic
Charge Time: 2 AP

SP Cost: 4 SP
Level Point Cost: 11 Points

Charge Time: 1 AP
Range: 500 feet
Components: V
Duration: Instantaneous

The user teleports to a location within range. They arrive at exactly the spot desired. It can be a place the user can see, one they can visualise, or one described by stating distance and direction, such as ‘200 feet straight downward’ or ‘300 feet upward to the northwest at a 45-degree angle’.

The user can also teleport one willing creature. The creature must be within 5 feet of the user when they teleport, and that other creature teleports to a space within 5 feet of the user’s destination space.

If the user, the other creature, or both would arrive in a space occupied by a creature or completely filled by one or more objects, the user and any creature travelling with them each take 8 spectral damage, and the teleportation fails.

Wall of Force

School: Spectral Magic
Charge Time: 2 AP
SP Cost: 5 SP
Level Point Cost: 13 Points

Range: 120 feet
Components: V, S, M (a shard of glass)
Duration: Concentration, up to 10 minute

An invisible wall of force springs into being at a point the user chooses within range. The wall appears in any orientation the user chooses, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. It can be formed into a hemispherical dome or sphere with a radius of up to 10 feet or a flat surface made up of 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 1/4 inch thick and lasts for the duration. If the wall cuts through a creature’s space when it appears, the creature is pushed to one side of the wall (the user chooses which side).

Nothing may physically pass through the wall. It is immune to all damage and cannot be dispelled by *Dispel*. *Obliterate* destroys the wall instantly, however. The wall also extends into the Spectral Realm and blocks ethereal travel through the wall.

Neopet Items

Items

Neopia is a world of danger, excitement, and adventure. But equalled in these exploits is the powerful force of commerce. The vast majority of settlements house teeming markets, and traders regularly travel the well-worn routes between cities in the hopes of securing their latest wares. For a party of adventurers, items can mean the difference between life and death. A character without proper armour or weapons is unlikely to last long in the depths of a dungeon.

When you start your game, you will have a set amount of Neopoints with which you can buy items to help with your adventures. Each character starts with 75,000 Neopoints by default but may be changed depending on what your GM decides is best for your adventure.

Inventory

Your inventory can hold a maximum of 50 items, each of which can be no bigger or heavier than an item you could naturally carry. Each character can buy a bag, backpack, or ammo pack to help increase this number, but you can only benefit from one such inventory upgrade at a time.

Any item that is not in your inventory is counted towards your carrying weight, such as equipped armour and weapons.

You can’t get around this 50 item limit by putting items inside other containers. If you put a container full of items into your inventory, each item inside that container will count towards your limit in addition to the container itself.

Currency

While many Neopets make deals by bartering one item for another, common currencies have been spread across the planet and can be freely exchanged for items. The most common of these is the Neopoint. Neopoints are circular golden coins with an ‘NP’ on one side and a scene on the reverse, which varies depending on where in Neopia the coin was minted.

Neopoints were first established as the common currency of Neopia by **Gordos the Collector**, the treasurer of **Altador**, during the foundation of the Altadorian Empire. International treaties of the time have lasted through to the present day, allowing

individual countries to mint their own coins and for central banks to freely exchange them with each other. **Meridell**, for example, mints silver Neopoints. In general, merchants will accept Neopoints from anywhere in Neopia. Even countries with currencies that predate the Neopoint, such as **Roo Island**, still widely accept Neopoints.

The exception to this is the pirate haven of **Krawk Island**. There, the lawlessness of the locals makes dealing in Neopoints risky. Instead, the islanders have taken to using Dubloons. These metal coins were the currency of the long-dead Great Empire but have been reclaimed by pirates in their plunders across the ocean. Some of the more respectable traders on the island may agree to exchange Neopoints for Dubloons and vice versa. While trade winds can alter the exchange rate, in general a single Dubloon is worth *1,000 Neopoints.*

Localised Items

The basic items listed in this section are generic and can be found across Neopia in any suitable shop. However, the produce of a prehistoric land like **Tyrannia** differs greatly from the high-tech foundries of the **Virtupets Space Station**. Your GM may decide to localise items available in shops. For example, in **Meridell** you may expect to buy a longsword, but on the Space Station your GM may present this as a laser sword. They may even decide to pick out a specific item, such as the *Virtupets Energy Sabre,* to model it off.

These changes are purely cosmetic. A basic weapon will cost the same and deal the same damage no matter where it is purchased. Virtupets may have a lot of technology, but Tyrannians have had 2,000 years of practice hitting things really hard on the head.

The Shop Wizard

In most major towns and cities, a magical blue tent can be found in the local marketplace, with a JubJub wizard waiting within. The **Shop Wizard** has the magical ability to sense all items for sale across Neopia and is willing to share this gift with Neopians. Unfortunately, this means his services are in high demand, and a constant queue can be found outside most of his tents as he flits to and fro across Neopia. Characters can expect to wait 2 hours to see him.

The Shop Wizard is based in **Neopia Central**, and there is no wait to see him there. Upon declaring an item they wish to find, a character will be given a list of three shops or traders that have that item for sale, listed at a price 10% higher than that listed in this book. The Shop Wizard is unable to search for magical items of a rarity higher than uncommon.

Armour

Armour in Neopia comes in many different forms, each with its own advantages and disadvantages. Broadly, armour can be grouped into the categories of Light, Medium, and Heavy based on weight and the protection they grant. While you may freely wear any item of armour you come across, you must be proficient in it to make full use of its protection. You will have armour proficiencies granted to you from creating your character but may learn others through your adventures. If you are not proficient with a piece of armour you are wearing, you have disadvantage on ability checks, saving throws, and attack rolls that use Strength or Agility, and you are unable to use Powers. Additionally, Medium and Heavy Armours impose disadvantages to Stealth checks when the wearer is not proficient.

Wearing armour typically increases your Armour Class, or AC. Certain kinds of armour require a minimum Strength score to wear successfully. If your character doesn't meet the requirement, their speed is reduced by 10 feet.

Typically armour is not worn long term. Characters will don and doff it, taking different amounts of time to do so, depending on the armour type. A character can only benefit from armour if they take the full required time to don it. The time taken to doff it can be halved if the character has help to do so.

You can only benefit from one set of armour at a time.

Name	Cost	AC	Weight	Don	Doff	Requirements	Description
Light Armour	10,000 Neopoints	+1 AC	10 lbs.	1 minute	1 minute	-	Light Armour tends to be made from thin and lightweight materials, offering the wearer greater mobility at the cost of less protection. Examples are leather and quilted armours.
Medium Armour	50,000 Neopoints	+2 AC	25 lbs.	5 minutes	1 minute	Requires 15 Strength ability score	Medium Armour offers more protection than Light Armour but impairs movement more. Examples are chain

Name	Cost	AC	Weight	Don	Doff	Requirements	Description
							shirts and breastplates.
Heavy Armour	250,000 Neopoints	+3 AC	50 lbs.	10 minutes	5 minutes	Requires 25 Strength ability score	Heavy Armour is the most robust armour available but is heavier to manage. Examples are full plate and splint armour.

Magic Armour

Unlike most regular armour, Magic Armour offers no protection beyond a character's standard AC. They are thin fabrics that weapons will easily cut through. Instead, Magic Armour has special enchantments that offer protection against magical damage, granting a bonus to the wearer's Resistance Class, or RC. While anyone can make use of Magic Armour, you will need proficiency in Magic Armour to use it to its fullest effect.

Name	Cost	RC	Weight	Requirements	Description
Cloak	10,000 Neopoints	+1 RC with proficiency (+0 otherwise)	5 lbs.	-	Cloaks are enchanted coverings for the back and shoulders, usually with a hood.
Tunic	50,000 Neopoints	+1 RC, or +2 RC with proficiency	8 lbs.	Requires 15 Magic ability score	Tunics cover the upper body and arms.
Robes	250,000 Neopoints	+2 RC, or +3 RC with proficiency	15 lbs.	Requires 25 Magic ability score	A full set of robes covers the entire body, and many have cloaks built into them.

Shields

Shields made from wood, metal, or more exotic hard materials offer the same protection. They may be carried in one hand that is not being used for something else, and a character can only benefit from one shield at a time. Shields take 1 Action Point, or AP, to don and another to doff.

Name	Cost	AC	Weight
Shield	10,000 Neopoints	+1 AC	6 lb

Weapons

Weapons are the means through which most adventurers deal mundane damage. They are classified as their **melee**, which can be used to attack a creature within 5 feet, or **ranged**, which can be used to attack from a distance.

Ranged weapons are displayed with bracketed numbers in their descriptions. The first of these numbers represents the normal range of the weapon, and the second number represents the maximum range. When attacking between normal range and maximum range, a weapon has disadvantage on the attack roll. Beyond maximum range, all attacks made with the weapon miss.

During character creation, your choices will have granted you proficiencies with certain weapon types. If you are proficient with a weapon, you may add your proficiency bonus to any attack roll made with it. Typically, your starting proficiencies will be in those weapon types classed as **simple**. Martial weapons require more training to gain proficiency in them.

Weapons deal an amount of additional damage to your damage roll as noted in their descriptions. Remarkable Items of much higher quality often deal higher amounts of additional damage.

Many weapons have additional properties, which are denoted by tags in the following tables:

- *Ammunition* tagged weapons can be used as ranged weapons if the wielder has an appropriate amount of ammunition to fire it, such as arrows. You use one piece of ammunition for each attack made with the weapon, and loading the weapon is counted as part of the same action as firing it. After a battle, you may

spend 1 minute to search the battlefield and recover half of your expended ammunition.
- *Finesse* tagged weapons can be used with either the character's Strength or Agility die for attack and damage rolls.
- *Heavy* tagged weapons cannot be used correctly by creatures that are Small-sized or smaller. They have disadvantage on attack rolls made with these weapons.
- *Light* tagged weapons are easy to handle and are suitable to be used when fighting with two weapons at once. When making a dual weapon attack roll as normal and add half the damage value of the second weapon.
- *Loading* tagged weapons take significantly longer to load their ammunition. They may only make 1 attack on a character's turn, regardless of how many Action Points they have.
- *Reach* tagged weapons are longer and allow you to make an attack within 10 feet of a target.
- *Thrown* tagged weapons can be thrown to make a ranged attack. If the weapon is usually a melee weapon, you may use the same ability die you would normally use for a melee attack.
- *Two-Handed* tagged weapons must be used with at least two hands in order to use successfully.
- *Versatile* tagged weapons can be used with one, two, or more hands. The damage included in brackets after this tag is the damage dealt when two or more hands are used.

A character may also use an *Improvised* weapon in the heat of battle, using whatever is close at hand. If the object is similar to an existing weapon, it may be treated as that weapon for the purposes of attack and damage rolls, and you may use relevant proficiencies. If it does not resemble an existing weapon, it deals an additional 1 damage of an appropriate type, decided by your GM. Ranged weapons used as melee weapons count as *Improvised,* as do melee weapons used as ranged weapons that lack the *Thrown* tag. When thrown in this way, these weapons have a range of (20/40).

Some creatures are resistant or immune to non-magical damage, rendering conventional weapons useless. However, you may enchant weapons with Motes to bypass this. A skilled blacksmith or motesmith may enchant a single weapon or ten pieces of ammunition for a cost of *100,000 Neopoints,* covering the cost of the needed motes and labour.

Basic Weapons

Weapon Types	Weapon Examples	Cost	Weight	Damage	Tags
Axe Type	Battleaxe, Greataxe	15,000 Neopoints	7 lb	4 physical	Heavy, Two handed
Bow Type	Shortbow, Longbow, Light Crossbow, Hand Crossbow, Heavy Crossbow	25,000 Neopoints	3 lb	2 physical	Ammunition, Ranged (60/120)
Club Type	Club, Greatclub, Light Hammer, Mace, Maul, Morningstar, War Pick, Warhammer, Flail	5,000 Neopoints	10 lb	3 physical	Two-handed
Dagger Type	Dagger, Handaxe	1,000 Neopoints	1 lb	1 physical	Light, Thrown 20/60
Polearm Type	Javelin, Quarterstaff, Spear, Halberd, Pike, Glaive, Trident	7,500 Neopoints	5 lb	2 physical	Reach, Thrown (20/60), Two handed
Sword Type	Greatsword, Longsword, Shortsword, Scimitar, Rapier	10,000 Neopoints	3 lb	2 physical	Light, Versatile (3)

Strange Weapons

Name	Weapon Examples	Cost	Weight	Damage	Tags
Blowgun Type	Blow Gun	10,000 Neopoints	1 lb	1 physical	Ammunition (range 25/100), Loading

Name	Weapon Examples	Cost	Weight	Damage	Tags
Ray Gun Type	Ray Gun	70,000 Neopoints	1 lb	1 shock	Ammunition (range 30/120), Light
Scythe Type	Scythe	6,000 Neopoints	4 lb	3 physical	Two-handed, Reach
Whip Type	Whip	2,000 Neopoints	3 lb	1 physical	Finesse, Reach

Gear

A selection of other generic items can be found during the course of your adventure, and you may have access to some immediately, depending on your choices in character creation. Some of these items have additional rules governing their use, which are detailed in the following table.

Note that magical items, such as Healing Potions, Neggs, and Motes, are not listed here.

Name	Cost	~~Weight~~¶
Abacus	2,000 Neopoints	~~2 lb~~¶
Acid (per vial)	25,000 Neopoints	~~1 lb~~¶
As an action, you may splash the acid in the vial within 5 feet of you or throw it up to 20 feet to shatter it. In either case, make a Ranged Attack where the acid is treated as an improvised weapon. On a successful hit, the target takes 4 earth damage.		¶
Alchemist's Fire (per flask)	50,000 Neopoints	~~1 lb~~¶
This is a sticky, adhesive fluid that ignites when exposed to air. You may throw this flask up to 20 feet as an action, shattering it. Make a Ranged Attack, treating the flask as an improvised weapon. On a hit, a target takes 1 fire damage at the start of each of its turns. A creature may make a DC 3 Agility check on its turn to extinguish the flames.		¶
Ammunition - Arrows (20)	1,000 Neopoints	~~1 lb~~¶
Ammunition - Blowgun Needles (50)	1,000 Neopoints	~~1 lb~~¶

Name	Cost	Weight¶
Ammunition - Crossbow Bolts (20)	1,000 Neopoints	1 1/2 lb¶
Ammunition - Sling Bullets (20)	40 Neopoints	1 1/2 lb¶
Antitoxin (per vial)	50,000 Neopoints	Negligible Weight¶
A creature that drinks this liquid gains advantage on saving throws against poison for 1 hour. It cannot be used in this way by Undead or Constructs.		¶
Arcane Focus - Amulet	5,000 Neopoints	1 lb¶
A creature with access to Powers may use this as a focus.		¶
Arcane Focus - Crystal	10,000 Neopoints	1 lb¶
A creature with access to Powers may use this as a focus.		¶
Arcane Focus - Emblem	5,000 Neopoints	Negligible Weight¶
A creature with access to Powers may use this as a focus.		¶
Arcane Focus - Orb	20,000 Neopoints	3 lb¶
A creature with access to Powers may use this as a focus. ¶		
Arcane Focus - Reliquary	5,000 Neopoints	2 lb¶
A creature with access to Powers may use this as a focus.		¶
Arcane Focus - Rod	10,000 Neopoints	2 lb¶
A creature with access to Powers may use this as a focus.		¶
Arcane Focus - Sprig	1,000 Neopoints	Negligible Weight¶
A creature with access to Powers may use this as a focus.		¶
Arcane Focus - Staff	5,000 Neopoints	4 lb¶
A creature with access to Powers may use this as a focus. It can also be used as a Quarterstaff weapon.		¶
Arcane Focus - Totem	1,000 Neopoints	Negligible Weight¶
A creature with access to Powers may use this as a focus.		¶
Arcane Focus - Wand	10,000 Neopoints	1 lb¶

Name	Cost	Weight¶
A creature with access to Powers may use this as a focus.		¶
Backpack	2,000 Neopoints	5 lb¶
This item can increase your inventory size. This item does not take up room in your inventory and adds slots for 10 extra items you can carry. You can only gain the benefits of one item that gives you this type of effect.		¶
Ball Bearings (per bag of 1,000)	1,000 Neopoints	2 lb¶
You can spend 1 AP to spill these ball bearings over a level area in a 10-foot square. Any creature moving across that area must pass a DC 3 Agility saving throw or fall prone. If a creature moves through the area at half speed, they do not need to pass the saving throw.		¶
Barrel	2,000 Neopoints	70 lb¶
This can hold 40 gallons of liquid or 4 cubic feet of solid matter.		¶
Basket	400 Neopoints	2 lb¶
This item can increase your inventory size. This item does not take up room in your inventory and adds slots for 5 extra items you can carry. You can only gain the benefits of one item that gives you this type of effect.		¶
Bedroll	1,000 Neopoints	7 lb¶
Bell	1,000 Neopoints	Negligible Weight¶
Blanket	500 Neopoints	3 lb¶
Block and Tackle	1,000 Neopoints	5 lb¶
This set of pulleys allows a character to hoist up to four times their normal lifting weight.		¶
Book	25,000 Neopoints	5 lb¶
These books can contain information on any mundane subject. Books on the subject of magic are spellbooks, which are treated differently.		¶
Bucket	50 Neopoints	2 lb¶

Name	Cost	~~Weight~~¶
This can hold 3 gallons of liquid or 1/2 a cubic foot of solid matter.		¶
Caltrops (per bag of 20)	1,000 Neopoints	~~2 lb~~¶
You can spend 1 AP to empty a bag of caltrops over a 5-foot square area. Any creature passing through the area must succeed on a DC 6 Agility saving throw or stop moving and take 1 physical damage. Until the creature next regains 1 HP from any source, its speed is reduced by 10 feet. Any creature that passes through the area at half speed does not need to pass the saving throw.		¶
Candle	10 Neopoints	~~Negligible Weight~~¶
For 1 hour once lit, a candle sheds bright light in a radius of 5 feet and dim light for an additional 5 feet.		¶
Case (Crossbow Bolt, Map, or Scroll)	1,000 Neopoints	~~1 lb~~¶
A case may hold up to 20 crossbow bolts, 10 sheets of paper, or 5 sheets of parchment.		¶
Chain (per 10 feet)	5,000 Neopoints	~~10 lb~~¶
A chain has 10 HP and can be broken with a successful DC 3 Strength check.		¶
Chalk (per piece)	10 Neopoints	~~Negligible Weight~~¶
Chest	5,000 Neopoints	~~25 lb~~¶
This can hold 12 cubic feet or 300 lbs. of items.		¶
Climber's Kit	25,000 Neopoints	~~12 lb~~¶
This kit contains special pitons, boot tips, gloves, and a harness. As an action, you may use the kit to anchor yourself, preventing you from falling more than 25 feet from your present position. You may not climb more than 25 feet away without unanchoring yourself.		¶
Clothes - Common	500 Neopoints	~~3 lb~~¶
Clothes - Costume	5,000 Neopoints	~~4 lb~~¶

Name	Cost	Weight¶
Clothes - Fine	15,000 Neopoints	6 lb¶
Clothes - Travelling	2,000 Neopoints	4 lb¶
Component Pouch	25,000 Neopoints	2 lb¶
This is a small pouch with compartments to hold all the material components you need to use Powers, aside from those that have a specific cost, which must be sourced individually.		¶
Crowbar	2,000 Neopoints	5 lb¶
Wherever a crowbar can be appropriately applied, it grants advantage on Strength checks.		¶
Faerie Water (per flask)	25,000 Neopoints	1 lb¶
This specially blessed water is corrosive to the Undead. As an action, you may splash the contents of the flask onto a creature within 5 feet or throw it up to 20 feet, shattering it. In either case, make a Ranged Attack, treating the flask as an improvised weapon. If the target is Undead, it takes 4 life damage.		¶
Fishing Tackle	1,000 Neopoints	4 lb¶
This kit includes a fishing rod, silk line, corkwood bobbers, steel hooks, lead sinkers, velvet lures, and narrow netting suitable for fishing.		¶
Flask/Tankard	20 Neopoints	1 lb¶
This can hold 1 pint of liquid.		¶
Glass Bottle	2,000 Neopoints	2 lb¶
This can hold 1 1/2 pints of liquid.		¶
Grappling Hook	2,000 Neopoints	4 lb¶
Hammer	1,000 Neopoints	3 lb¶
Healer’s Kit	5,000 Neopoints	3 lb¶
This kit contains bandages, salves, and splints. It may be used 10 times. As an action, you may expend 1 use to stabilise a creature with 0 HP that is not yet dead without needing to make		¶

Name	Cost	Weight¶
a Medicine check.		
Hourglass	25,000 Neopoints	1 lb¶
Hunting Trap	5,000 Neopoints	25 lb¶
This trap may be set as an action, forming a ring that snaps shut when stepped on. Any creature stepping on it must succeed on a DC 4 Agility saving throw or take 1 physical damage and stop moving. Until that creature breaks free from the trap, their movement is limited to the length of a 3-foot chain connected to the trap. On their turn, a creature may make a DC 5 Strength check as an action to free themselves or another creature on a success. Every failed check causes the trapped creature an additional 1 physical damage.		¶
Ink (per bottle)	10,000 Neopoints	Negligible Weight¶
Ink Pen	10 Neopoints	Negligible Weight¶
Iron Pot	2,000 Neopoints	10 lb¶
This can hold 1 gallon of liquid.		¶
Iron Spikes (per 10)	1,000 Neopoints	5 lb¶
Jug/Pitcher	20 Neopoints	4 lb¶
This can hold 1 gallon of liquid.		¶
Ladder (10 foot)	100 Neopoints	25 lb¶
Lamp	500 Neopoints	1 lb¶
This sheds bright light in a 15-foot radius and dim light for an additional 30 feet. Once lit, the lamp will burn for 6 hours, burning a flask of oil to do so.		¶
Lantern - Bullseye	10,000 Neopoints	2 lb¶
This lantern sheds bright light in a 60-foot cone and dim light for an additional 60 feet. Once lit, it will burn for 6 hours, burning a flask of oil to do so.		¶
Lantern - Hooded	5,000 Neopoints	2 lb¶
This lantern sheds bright light in a 30-foot radius and dim light		¶

Name	Cost	~~Weight~~¶
for an additional 30 feet. Once lit, it will burn for 6 hours, burning a flask of oil to do so. As an action, a character may lower the lantern's hood, reducing the light to dim light in a 5-foot radius. Another action may be used to raise the hood again.		
Lock	10,000 Neopoints	~~1 lb~~¶
This lock includes a key. Without a key, a creature proficient with thieves tools can pick the lock when passing a DC 6 Agility check. At your GM's discretion, other locks that are more difficult to pick may be available at higher prices.		¶
Magnifying Glass	10,000 Neopoints	~~Negligible Weight~~¶
This lens can grant the user a closer look at an object or be used in place of flint or steel when starting a fire. Using it to start a fire requires bright light, tinder, and 5 minutes of time. When used to inspect an object, it grants advantage on any relevant ability check.		¶
Manacles	2,000 Neopoints	~~6 lb~~¶
These metal restraints can be used to bind any creature that is Small- or Medium-sized and is not formless, such as a ghost. The creature may escape them if they pass a DC 8 Agility check or break them if they pass a DC 8 Strength check. Each set of manacles comes with a corresponding key. Without the key, a creature proficient in the use of thieves tools can pick the lock if they pass a DC 6 Agility check. Manacles have 15 HP and an AC and RC of 4.		¶
Merchant's Scales	5,000 Neopoints	~~3 lb~~¶
This set includes a small balance, pans, and an assortment of weights up to 2 lbs. A character may use them to measure the exact weight of small items, such as trade goods.		¶
Mess Kit	200 Neopoints	~~1 lb~~¶
This metal kit contains a cup and simple cutlery. The box can be clamped together to be used as a cooking pan and plate or bowl.		¶
Mining Pick	2,000 Neopoints	~~10 lb~~¶
Mirror	5,000 Neopoints	~~1/2 lb~~¶

Name	Cost	Weight¶
Negg Terrarium	200,000 Neopoints	2 lb¶
This terrarium is suitable for the seeds of any Negg and will grow a single specimen of that Negg over the course of 1d20 days. Once grown, new Negg seeds will need to be planted in the terrarium in order to grow another Negg. The process of cleaning the terrarium and planting the new seeds takes 1 minute.		¶
Net	1,000 Neopoints	3 lb¶
A Large-sized or smaller creature that is not formless, such as a ghost, that is hit by a net is restrained until freed. A creature may use an Action Point to make a DC 3 Strength check to free itself or another creature from the net. Dealing 5 physical or fire damage to the net also destroys it, freeing any creatures within. When attacking with a net, you make only one attack, no matter how many attacks your character would normally be capable of.		¶
Oil (per flask)	100 Neopoints	1 lb¶
This flask holds a pint of oil. As an action, you may splash the oil onto a creature within 5 feet or throw the flask up to 20 feet, shattering it. In either case, make a Ranged Attack, treating the flask as an improvised weapon. On a hit, the target is covered with the oil, and for the next minute until the oil dries, the target takes 2 additional fire damage whenever they take fire damage from any source. Alternatively, you may pour the oil over a 5-foot square area that is level. If lit, the oil will burn for 2 rounds and deal 2 fire damage to any creature that enters the area or ends their turn inside it. A creature may take this damage only once per turn.		¶
Paper (per sheet)	20 Neopoints	Negligible Weight¶
Parchment (per sheet)	10 Neopoints	Negligible Weight¶
Perfume (per vial)	5,000 Neopoints	Negligible Weight¶
Piton	50 Neopoints	1/4 lb¶
Poison - Basic (per vial)	10,000 Neopoints	Negligible Weight¶
As an action, you may use this poison to coat one bladed weapon, one weapon designed to pierce, or up to three pieces of ammunition. A creature hit by the coated weapon must pass a		¶

Name	Cost	Weight¶
DC 3 Endurance saving throw or take 1 poison damage. The poison remains on the weapon for 1 minute after application.		
Pole (10 foot)	50 Neopoints	7 lb¶
Pouch	500 Neopoints	1 lb¶
This pouch is made from cloth and can hold up to 20 sling bullets or 50 blowgun needles. Otherwise, it can hold 1/5 of a cubic foot or 6 lbs. of items.		¶
Quiver	1,000 Neopoints	1 lb¶
A single quiver can hold up to 20 arrows.		¶
Ram	4,000 Neopoints	35 lb¶
A character may use this portable ram to break down doors. It grants a +3 bonus to relevant Strength checks. If another character assists in the effort, those checks have advantage.		¶
Ration (per day)	500 Neopoints	2 lb¶
Rations are dry foods, including jerky, dried fruit, hardtack, and nuts.		¶
Robes	1,000 Neopoints	4 lb¶
Rope - Hempen (50 feet)	1,000 Neopoints	10 lb¶
This rope has 2 HP and can be broken by passing a DC 8 Strength check.		¶
Rope - Silk (50 feet)	10,000 Neopoints	5 lb¶
This Rope has 2 HP and can be broken by passing a DC 9 Strength check.		¶
Sack	10 Neopoints	1/2 lb¶
This can hold 1 cubic foot or 30 lbs of items.		¶
Scuba Gear	50,000 Neopoints	50 lb¶
This suit comes with a specially pressurised oxygen tank suitable for underwater use, which holds enough oxygen for 2 hours of use.		¶

Name	Cost	~~Weight~~¶
Sealing Wax	500 Neopoints	~~Negligible Weight~~¶
Shovel	2,000 Neopoints	~~5 lb~~¶
Signal Whistle	50 Neopoints	~~Negligible Weight~~¶
Signet Ring	5,000 Neopoints	~~Negligible Weight~~¶
Sledgehammer	2,000 Neopoints	~~10 lb~~¶
Soap	20 Neopoints	~~Negligible Weight~~¶
Spellbook	50,000 Neopoints	~~3 lb~~¶
This blank spellbook is leather bound and contains 100 pages suitable for recording spells.		¶
Spyglass	50,000 Neopoints	~~1 lb~~¶
Objects viewed through this lens are magnified to twice their size.		¶
Tent (sleeps 2)	2,000 Neopoints	~~20 lb~~¶
Tinderbox	500 Neopoints	~~1 lb~~¶
This container holds flint, fire steel, and tinder that can be used to light a fire. Using it to light a torch—or anything with exposed fuel—takes an action. Any other fire takes 1 minute to light.		¶
Torch	10 Neopoints	~~1 lb~~¶
A torch burns for 1 hour and provides bright light in a 20-foot radius and dim light for an additional 20 feet. Melee attacks made with a lit torch deal 1 fire damage.		¶
Vial	1,000 Neopoints	~~Negligible Weight~~¶
This can hold up to 4 oz. of liquid.		¶
Waterskin	200 Neopoints	~~5 lb (full)~~¶
This can hold up to 4 pints of liquid.		¶
Whetstone	10 Neopoints	~~1 lb~~¶

Tools

Tools are useful objects and kits that can help you perform a specific action, like crafting an item or picking a lock. Choices made during character creation may give you proficiency with certain tools, which allows you to add your proficiency bonus to any ability check made with the use of the tools. These tools may not always be used with the same ability, depending on the context of use.

Artisan's Tools

The following tools allow you to pursue a specific craft or trade. A character must have proficiency in a specific type of artisan's tool to use it effectively.

Name	Cost	Weight
Alchemist's Supplies	50,000 Neopoints	8 lb
Brewer's Supplies	20,000 Neopoints	9 lb
Calligrapher's Supplies	10,000 Neopoints	5 lb
Carpenter's Tools	8,000 Neopoints	6 lb
Cartographer's Tools	15,000 Neopoints	6 lb
Cook's Utensils	1,000 Neopoints	8 lb
Glassblower's Tools	30,000 Neopoints	5 lb
Jeweller's Tools	25,000 Neopoints	2 lb
Leatherworker's Tools	5,000 Neopoints	5 lb
Mason's Tools	10,000 Neopoints	8 lb
Motesmith's Tools	50,000 Neopoints~~Neopets~~	8 lb
Painter's Supplies	10,000 Neopoints	5 lb
Potter's Tools	10,000 Neopoints	3 lb
Smith's Tools	20,000 Neopoints	8 lb
Tinker's Tools	50,000 Neopoints	10 lb
Weaver's Tools	1,000 Neopoints	5 lb
Woodcarver's Tools	1,000 Neopoints	5 lb

Gaming Sets

These tools are used to play a variety of games across Neopia. The most common gaming sets are listed below, but characters may encounter different sets in their journeys through Neopia. Proficiency with a specific gaming set allows a character to add their proficiency bonus to any ability check made while playing a game with that set, regardless of the specific game played.

Name	Cost	Weight
Dice Set	100 Neopoints	Negligible Weight
Playing Card Set	500 Neopoints	Negligible Weight
Board Game Set	1000 Neopoints	Negligible Weight

Musical Instruments

Listed below are some of the most common musical instruments found in Neopia, but others may be encountered during adventures. Proficiency in the use of a given instrument allows a character to add their proficiency bonus to any ability check made to play music with that instrument. Musical instruments may also be used as a Power focus if a character has access to using Powers.

Name	Cost	Weight
Bagpipes	30,000 Neopoints	6 lb
Banjo	2,000 Neopoints	1 lb
Drum	6,000 Neopoints	3 lb
Dulcimer	25,000 Neopoints	10 lb
Flute	2,000 Neopoints	1 lb
Horn	3,000 Neopoints	2 lb
Lute	35,000 Neopoints	2 lb
Lyre	30,000 Neopoints	2 lb
Pan Flute	12,000 Neopoints	2 lb
Viola	30,000 Neopoints	1 lb

Other Tools

Name	Cost	Weight
Disguise Kit	25,000 Neopoints	3 lb
This kit contains cosmetics, hair dye, and minor props that allow a character to create a disguise that alters their physical appearance but not their colour or species. Proficiency in this tool allows a character to go up one die size when performing an ability check made to create a visual disguise with it.		
Forgery Kit	15,000 Neopoints	5 lb
This kit contains an array of papers and parchments, inks and pens, seals and wax, gold and silver leaf, and other supplies needed to create convincing forgeries. Proficiency with this tool allows a character to add their proficiency bonus to any ability check used to make a forgery of a document with it.		
Herbalism Kit	5,000 Neopoints	3 lb
This kit contains objects such as clippers, a pestle and mortar, and pouches and vials used to create remedies and potions. Proficiency with this tool allows a character to go up one die size when performing an ability check made to identify and apply herbs. Proficiency with this tool is needed to use it to make a vial of Antitoxin or a Healing Potion I.		
Navigator's Tools	25,000 Neopoints	2 lb
This set of fine instruments can be used to navigate while at sea. Proficiency with this tool allows a character to go up one die size when performing an ability check made to avoid getting lost at sea. Proficiency with this tool is needed to use it to navigate a ship's course or follow navigation charts.		
Poisoner's Kit	50,000 Neopoints	2 lb
This kit contains the vials, chemicals, and other equipment needed to create poisons. Proficiency with this tool allows a character to go up one die size when performing an ability check made to craft or use poisons with it.		
Thieves' Tools	25,000 Neopoints	1 lb
This set of tools includes a small file, a set of lock picks, a small mirror with a handle, a set of narrow-bladed scissors, and a pair of pliers. Proficiency with this tool allows a character to go up one die size when performing an ability check made to open locks or disarm traps.		

Packs

Your choices during character creation may have granted you packs of gear suitable for adventurers just starting to explore Neopia. When buying gear individually, it may be cheaper to buy a pack than the constituent elements.

Name	Cost	Contents
Burgler's Pack	16,000 Neopoints	A backpack, a bag of 1,000 ball bearings, 10 feet of string, a bell, 5 candles, a crowbar, a hammer, 10 pitons, a hooded lantern, 2 flasks of oil, 5 days of rations, 50 feet of hempen rope, a tinderbox, and a waterskin
Diplomat's Pack	39,000 Neopoints	A chest, 2 cases for maps or scrolls, a set of fine clothes, a bottle of ink, an ink pen, a lamp, 2 flask of oil, 5 sheets of paper, a vial of perfume, sealing wax, and soap
Dungeoneer's Pack	12,000 Neopoints	A backpack, a crowbar, a hammer, 10 pitons, 50 feet of hempen rope, 10 torches, a tinderbox, 10 days of rations, and a waterskin
Entertainer's Pack	40,000 Neopoints	A backpack, a bedroll, 2 costumes, a disguise kit, 5 candles, 5 days of rations, and a waterskin
Explorer's Pack	10,000 Neopoints	A backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, 50 feet of hempen rope, and a waterskin
Ritualist's Pack	19,000 Neopoints	A backpack, a blanket, 10 candles, a tinderbox, common clothes, 2 blocks of incense, 2 days of rations, and a waterskin
Scholar's Pack	40,000 Neopoints	A backpack, a book on a subject, a bottle of ink, an ink pen, 10 sheets of parchment, a little bag of sand, and a small knife

Playtest Scenario 1 - The Bracelet Bandits

Playtest Player Character Sheets

For the Alpha 1 Playtest, we opted to share pre-made characters to streamline the process of getting started with your playtest. You can continue to use these premade characters for either module, or create your own. Any 50 Level Point character should be able to clear this intro module with little difficulty.

Fighter

Lycan S. is a hearty pit fighter born for battle. Though he has earned a small reputation in Neopia Central's battledome, he still has a long way to go as an adventurer.

Lycan S. (50 LP)

Medium Blue Lupe

Level Points 2 (Total: 50)
Armor Class 5 **Resistance Class** 2
Hit Points 30
Speed 35 ft.
Homeland Altador **Background** Ultimate Battlefield Background (Central Arena) **Personality** Decisive / Stubborn

STR	**DEF**	**AGI**	**END**	**MAG**
27	**17**	**15**	**15**	**5**
25(+2 Species)	15(+2 Species)	15	15	5
d8	**d6**	**d6**	**d6**	**d4**

Skill Proficiencies Athletics (10 LP)
Equipment Proficiencies Light Armour (5 LP), Medium Armour (9 LP), Clubs (5 LP),
Elemental Affinities Earth 2 (Species, Personality), Water 1 (Color)
Senses passive Perception 3, Darkvision 60 ft.
Languages Neopian

No Work Like Teamwork (Species)
You're naturally accustomed to teamwork and love to help those in need. Whenever you roll as part of a group check or while targeting an ally with a Perk or Power, you do so with a +1 bonus.

Survivalist (Species)
Your instincts allow you to adapt to any environment. As a result, you gain Proficiency in Survival skill checks.

Lycan S. (50 LP)

Medium Blue Lupe

Level Points 2 (Total: 50)
Armor Class 5 **Resistance Class** 2
Hit Points 30
Speed 35 ft.
Homeland Altador **Background** Ultimate Battlefield Background (Central Arena) **Personality** Decisive / Stubborn

STR	DEF	AGI	END	MAG
27	**17**	**15**	**15**	**5**
25(+2 Species)	15(+2 Species)	15	15	5
d8	**d6**	**d6**	**d6**	**d4**

Skill Proficiencies Athletics (10 LP)
Equipment Proficiencies Light Armour (5 LP), Medium Armour (9 LP), Clubs (5 LP),
Elemental Affinities Earth 2 (Species, Personality), Water 1 (Color)
Senses passive Perception 3, Darkvision 60 ft.
Languages Neopian

Lupe Howl (Species)
As an Action, you may spend 3 SP to let out your fiercest Lupe Howl. Awoo!

When you use Lupe Howl, all allied creatures that can hear you gain a +1 bonus on their next dice roll and all opponents that can hear you receive a -1 penalty on their next dice roll. Additionally, opponents affected by Lupe Howl cannot target you with attacks or Powers on their next turn.

Once an opponent has been affected by Lupe Howl, they become immune to its effects until after their next rest.

Elemental Pledge - Earth (10 LP)
You gain the ability to learn Perks and Powers of that school's magic type, and you learn up to two Powers of that magic type with a combined Level Point cost less than or equal to 5.

Entombing Blow (9 LP)
When you make a successful melee attack against a target using a Club, you may spend 1 SP. If you do, the strength of your attack sends your target 5 feet into the ground as if they were burrowing, and they take bonus damage equal to twice your Neopet's Earth Elemental Affinity.

Action Points 3
Stamina Points 3

Money: 500 NP (Started with 75,000NP)
Inventory (38/60):
Club (Warhammer, 5,000 NP, 3 Physical Damage, Two Handed)

Lycan S. (50 LP)

Medium Blue Lupe

Level Points 2 (Total: 50)
Armor Class 5 **Resistance Class** 2
Hit Points 30
Speed 35 ft.
Homeland Altador **Background** Ultimate Battlefield Background (Central Arena) **Personality** Decisive / Stubborn

STR	DEF	AGI	END	MAG
27	**17**	**15**	**15**	**5**
25(+2 Species)	15(+2 Species)	15	15	5
d8	**d6**	**d6**	**d6**	**d4**

Skill Proficiencies Athletics (10 LP)
Equipment Proficiencies Light Armour (5 LP), Medium Armour (9 LP), Clubs (5 LP),
Elemental Affinities Earth 2 (Species, Personality), Water 1 (Color)
Senses passive Perception 3, Darkvision 60 ft.
Languages Neopian

Polearm (Spear, 7,500 NP, 2 Physical Damage, Reach, Thrown 20/60, Two-handed)
Medium Armor (Breastplate, 50,000 Neopoints, +2 AC)
Dungeoneer's Pack (12,000 Neopoints, +10 Inventory Slots)
Crowbar
Hammer
10 Pitons
50' Rope
10 Torches
Tinderbox
10 Rations
Watersking

Powers:

Altador's Mark (5 LP from Elemental Pledge)
Charge Time: 2 AP
SP Cost: 1 SP
Range: 90 feet
Components: V
Duration: Concentration, up to 1 hour

The user chooses a creature they can see within range and mystically marks it as their quarry. Until the Power ends, the user deals an additional 2 earth damage to the target whenever they hit it with a weapon attack. The user also has advantage on any Perception or Survival checks made to find the target.

Lycan S. (50 LP)

Medium Blue Lupe

Level Points 2 (Total: 50)
Armor Class 5 **Resistance Class** 2
Hit Points 30
Speed 35 ft.
Homeland Altador **Background** Ultimate Battlefield Background (Central Arena) **Personality** Decisive / Stubborn

STR	DEF	AGI	END	MAG
27	**17**	**15**	**15**	**5**
25(+2 Species)	15(+2 Species)	15	15	5
d8	**d6**	**d6**	**d6**	**d4**

Skill Proficiencies Athletics (10 LP)
Equipment Proficiencies Light Armour (5 LP), Medium Armour (9 LP), Clubs (5 LP),
Elemental Affinities Earth 2 (Species, Personality), Water 1 (Color)
Senses passive Perception 3, Darkvision 60 ft.
Languages Neopian

Overload. The user can concentrate on this Power for an additional 2 hours for each additional SP spent on it.

Deodar's Entangling Grasp (5 LP)
Charge Time: 2 AP
SP Cost: 1 SP
Range: 90 feet
Components: V, S
Duration: Concentration, up to 1 minute

Mischievous laughter briefly echoes through the air as grasping weeds and vines sprout from the ground in a 20-foot square within range. For the duration, these plants turn the area into difficult terrain. They wilt away and disappear when this Power ends.

Each creature in the area when this Power is used—except for the user—must succeed on a Strength saving throw or become restrained by the plants until this Power ends. A creature restrained in this way may take a 1 AP action to make a Athletics check against the user's Power save DC. On a success, the creature frees itself and is no longer restrained by the plants.

Spellcaster

Clique T. Belle is an exuberant little Jubjub with ambitions of being one of the greatest Casters in Neopia. While they are still learning the craft themselves, they will lecture others for hours on the finer points of spellcraft. Whether these facts are true or not remains to be seen.

Clique T. Belle (50 LP)

Small Red Jubjub

Level Points 1 (Total: 50)
Armor Class 3 **Resistance Class** 4
Hit Points 30
Speed 35 ft.
Homeland Brightvale **Background** Magic Spell Circle Background **Personality** Exacting / Meticulous

STR	DEF	AGI	END	MAG
5	**15**	**15**	**19**	**25**
5	15	15	15 (+4 Species)	25
d4	**d6**	**d6**	**d6**	**d8**

Skill Proficiencies –
Gear Proficiencies Magic Armour (7 LP)
Elemental Affinities Fire 1 (Color), Water 1 (Personality), Air 1 (Species)
Senses passive Perception 3
Languages Neopian

Psychic Reach (Species)
While you are wielding weapons between your toes, your movement speed is reduced by 15 feet. You can only wield weapons weighing one pound or less this way.
You know Hand of Jub, except it has a range of 5 feet, and you can attack with any weapon you are holding with it.

Lowball (Species)
Thanks to your low center of gravity, you can spend 5 feet of walking speed (after using a Move action) to get up after being knocked prone; you don't need to use a separate Action to get up.

Psychic Reach (Species)
While you are wielding one or more weapons between your toes, your movement speed is reduced by 15 feet. You can only wield weapons weighing one pound or less this way.

Clique T. Belle (50 LP)

Small Red Jubjub

Level Points 1 (Total: 50)
Armor Class 3 **Resistance Class** 4
Hit Points 30
Speed 35 ft.
Homeland Brightvale **Background** Magic Spell Circle Background **Personality** Exacting / Meticulous

STR	DEF	AGI	END	MAG
5	**15**	**15**	**19**	**25**
5	15	15	15 (+4 Species)	25
d4	**d6**	**d6**	**d6**	**d8**

Skill Proficiencies –
Gear Proficiencies Magic Armour (7 LP)
Elemental Affinities Fire 1 (Color), Water 1 (Personality), Air 1 (Species)
Senses passive Perception 3
Languages Neopian

However, you also have practice wielding tools and weapons with your latent power. You know Hand of Jub, except it has a range of 5 feet, and you can Attack with any weapon you are holding with it as though it were a non-Jub hand.

Surefoot (Species)
Your low centre of gravity allows you to ignore all penalties for non-magical difficult terrain.

JubJub Roll (Species)
Whenever you use a Move Action, you may spend 1 additional AP to curl into a ball and perform a JubJub Roll, bowling over anything in your path.
When you use JubJub Roll, you move in a straight line a distance equal to your maximum movement speed. You stop moving once you impact an object or another creature, or once you travel the entirety of your movement range.
In order to dodge out of your way, a creature in the path of your JubJub Roll must make an Agility saving throw with a DC equal to half the maximum value of your Agility die. On a successful save, they dodge and you continue traveling past them. On a failed save, the impacted creature is knocked prone and takes 1 physical damage for each 5 feet that you moved during your JubJub Roll.

Elemental Pledge - Fire (10 LP)
You gain the ability to learn Perks and Powers of that school's magic type, and you learn up to two Powers of that magic type with a combined Level Point cost less than or equal to 5.

Elemental Pledge - Water (10 LP)
You gain the ability to learn Perks and Powers of that school's magic type, and you learn up to two Powers of that magic type with a combined Level Point cost less than or equal to 5.

Clique T. Belle (50 LP)

Small Red Jubjub

Level Points 1 (Total: 50)
Armor Class 3 **Resistance Class** 4
Hit Points 30
Speed 35 ft.
Homeland Brightvale **Background** Magic Spell Circle Background **Personality** Exacting / Meticulous

STR	DEF	AGI	END	MAG
5	**15**	**15**	**19**	**25**
5	15	15	15 (+4 Species)	25
d4	**d6**	**d6**	**d6**	**d8**

Skill Proficiencies –
Gear Proficiencies Magic Armour (7 LP)
Elemental Affinities Fire 1 (Color), Water 1 (Personality), Air 1 (Species)
Senses passive Perception 3
Languages Neopian

Action Points 3
Stamina Points 5 (10 LP)

Money: 23,950 NP
Inventory (23/60):
Cloak (10,000 Neopoints, +1 RC)
Orb (20,000 Neopoints, Arcane focus for Powers)
2x Dagger (1,000 Neopoints, 1 Physical damage, Light, Thrown 20/60)
Bucket (50 Neopoints, This can hold 3 gallons of liquid or 1/2 a cubic foot of solid matter)

Ritualist's Pack (19,000 Neopoints +10 Inventory)
A blanket
10 candles
A tinderbox
common clothes
2 blocks of incense
2 days of rations
A waterskin

Powers.

Lava Spit (3 LP from Elemental Pledge - Fire)
Charge Time: 2 AP
SP Cost: 0 SP
Range: 120 feet
Components: V, S
Duration: Instantaneous

The user hurls a flaming glob of lava from their mouth at a creature or object in range. The user makes a Ranged Attack against the target. On a hit, the target takes 4 fire damage. A flammable object hit by this Power ignites, provided it is not being worn or carried.

Amplifying. The damage increases when the user reaches 100 Level Points (8 damage), 150 Level Points (12 damage), and 200 Level Points (16 damage).

Fireball (9 LP)
Charge Time: 2 AP
SP Cost: 3 SP
Range: 150 feet
Components: V, S, M (a tiny ball of Barbat guano and sulphur)
Duration: Instantaneous

A bright streak flashes from the user's pointed finger towards a point they choose within range, which blooms into an explosion of searing flame. Each creature within a 20-foot radius sphere centred on the point of impact must make an Agility saving throw. A creature takes 16 fire damage on a failed saving throw or half as much on a successful saving throw.

The fire spreads around corners and ignites flammable objects within the area that are not being worn or carried.

Overload. This Power's fire damage increases by 3 for each additional SP spent on it.

Water Jet (3 LP)
Charge Time: 2 AP
SP Cost: 0 SP
Range: 60 feet
Components: V, S
Duration: Instantaneous

A jet of pressurised water streaks towards a target in range. The user makes a Ranged Power Attack against the target. On a hit, the target takes 3 water damage and is drenched so badly that its speed is reduced by 10 feet until the start of the user's next turn.

Amplifying. The damage increases when the user reaches 100 Level Points (6 damage), 150 Level Points (9 damage), and 200 Level Points (12 damage).

Clique T. Belle (50 LP)

Small Red Jubjub

Level Points 1 (Total: 50)
Armor Class 3 **Resistance Class** 4
Hit Points 30
Speed 35 ft.
Homeland Brightvale **Background** Magic Spell Circle Background **Personality** Exacting / Meticulous

STR	DEF	AGI	END	MAG
5	**15**	**15**	**19**	**25**
5	15	15	15 (+4 Species)	25
d4	**d6**	**d6**	**d6**	**d8**

Skill Proficiencies –
Gear Proficiencies Magic Armour (7 LP)
Elemental Affinities Fire 1 (Color), Water 1 (Personality), Air 1 (Species)
Senses passive Perception 3
Languages Neopian

Icicle (5 LP from Elemental Pledge)
Charge Time: 2 AP
SP Cost: 1 SP
Range: 60 feet
Components: S, M (a drop of water)
Duration: Instantaneous

An icicle forms from the user's pointed finger and flies in the direction they point for 60 feet or until it hits an obstacle or another creature. A creature in the path of the icicle must make an Agility saving throw. On a failed save, the target takes 6 water damage and 3 physical damage. On a successful save, the creature dodges the icicle, and it continues on its path until it hits something else or reaches its full range.

Overload. For each additional SP spent on this Power, its damage increases by 3 water damage.

Theatre Kid

Al G. Rhythm loves nothing more than being the center of attention. Any attention. As long as the spotlight is on him he will delight, or attempt to delight, anyone who will listen. This ambition does tend to get him in over his head however.

Al G. Rhythm (50 LP)

Medium Red Shoyru

Level Points 0 (Total: 50)
Armor Class Resistance Class
Hit Points 30
Speed 30 ft., fly 30 ft. (while not wearing medium+ armour)
Homeland Brightvale **Background** – **Personality** Spontaneous / Impulsive

STR	DEF	AGI	END	MAG
7	**15**	**17**	**15**	**25**
5 (+2 Species)	15	15(+2 Species)	15	25
d4	**d6**	**d6**	**d6**	**d8**

Skill Proficiencies Performance (10 LP), Persuasion (Species)
Gear Proficiencies –
Elemental Affinities Air 1 (Species), Fire 2 (Colour, Personality)
Senses darkvision 60ft. (species), passive Perception 3
Languages Neopian

Eye See You (Species)
Having such bulbous eyes gives you an advantage on Perception skill checks that rely on sight, such as spotting an object in the distance.

Hide and Seek (Species)
Shoyrus love playing Hide and Seek in the clouds, and sometimes in the rafters too. As a result, they gain an advantage on Stealth skill checks made while flying or while in the air, such as while inside a cloud.

Wide-Eyed Charm (Species)
You gain Proficiency in the Persuasion skill checks thanks to those big, adorable eyes. Awww, what a sweetheart you are!

Elemental Pledge - Fire (10 LP)
You gain the ability to learn Perks and Powers of that school's magic type, and you learn up to two Powers of that magic type with a combined Level Point cost less than or equal to 5.

Action Points 3
Stamina Points 7 (20 LP)

Money: 32,400 NP
Inventory:
Staff (15,000 Neopoints, Arcane focus, Polearm 2 Physical Damage, Reach, Thrown 20/60, Two-handed)
Short Sword (Rapier 10,000 Neopoints, 2 Physical damage, Light, Versatile 3)
Trumpet (3,000 Neopets, goes doot)
Playing Cards (500 Neopoints)

Al G. Rhythm (50 LP)

Medium Red Shoyru

Level Points 0 (Total: 50)
Armor Class Resistance Class
Hit Points 30
Speed 30 ft., fly 30 ft. (while not wearing medium+ armour)
Homeland Brightvale **Background** – **Personality** Spontaneous / Impulsive

STR	DEF	AGI	END	MAG
7	**15**	**17**	**15**	**25**
5 (+2 Species)	15	15(+2 Species)	15	25
d4	**d6**	**d6**	**d6**	**d8**

Skill Proficiencies Performance (10 LP), Persuasion (Species)
Gear Proficiencies –
Elemental Affinities Air 1 (Species), Fire 2 (Colour, Personality)
Senses darkvision 60ft. (species), passive Perception 3
Languages Neopian

Dice (100 Neopoints)
A Tent (2,000 Neopoints)

Dungeoneer's Pack (12,000 Neopoints, +10 Inventory Slots)
Crowbar
Hammer
10 Pitons
50' Rope
10 Torches
Tinderbox
10 Rations
Watersking

Powers.

Inspiring Performance (7 LP)
Charge Time: 3 AP
SP Cost: 2 SP
Range: 60 feet
Components: V, S, M (a musical instrument, cheerleaders' ribbons or pom-poms, or some other item related to the user's performance)
Duration: 10 minutes

The user's music, words, or movements inspire another willing creature within range to go above and beyond. Until this Power ends, that target can add a bonus of 2 to the result of any ability check, attack roll, or saving throw they

Al G. Rhythm (50 LP)

Medium Red Shoyru

Level Points 0 (Total: 50)
Armor Class Resistance Class
Hit Points 30
Speed 30 ft., fly 30 ft. (while not wearing medium+ armour)
Homeland Brightvale **Background** – **Personality** Spontaneous / Impulsive

STR	DEF	AGI	END	MAG
7	**15**	**17**	**15**	**25**
5 (+2 Species)	15	15(+2 Species)	15	25
d4	**d6**	**d6**	**d6**	**d8**

Skill Proficiencies Performance (10 LP), Persuasion (Species)
Gear Proficiencies –
Elemental Affinities Air 1 (Species), Fire 2 (Colour, Personality)
Senses darkvision 60ft. (species), passive Perception 3
Languages Neopian

make, and then this Power ends. That target must decide to use this effect before the outcome is known – it can't be used to undo a previous failure, or turn a missed attack into a hit.

This Power also ends on a target if Inspiring Performance is used on it again, regardless of if the target used the effect.

Uncontrollable Laughter (5 LP from Elemental Pledge - Fire)
Charge Time: 2 AP
SP Cost: 1 SP
Range: 30 feet
Components: V, S, M (a humerus bone and a feather that is waved in the air)
Duration: Concentration, up to 1 minute

One creature of the user's choice they can see within range makes a Magic saving throw. On a failed save, it falls prone and becomes incapacitated for the duration. During that time, it laughs uncontrollably if it's capable of laughter, and it can't end its prone condition on itself.

At the end of each of its turns and each time it takes damage, the target makes another Magic saving throw. The target has advantage on this saving throw if it is triggered by damage. On a successful save, this Power ends***.***

Vicious Mockery (3 LP)
Charge Time: 2 AP
SP Cost: 0 SP
Range: 60 feet
Components: V
Duration: Instantaneous

Al G. Rhythm (50 LP)

Medium Red Shoyru

Level Points 0 (Total: 50)
Armor Class **Resistance Class**
Hit Points 30
Speed 30 ft., fly 30 ft. (while not wearing medium+ armour)
Homeland Brightvale **Background** – **Personality** Spontaneous / Impulsive

STR	DEF	AGI	END	MAG
7	**15**	**17**	**15**	**25**
5 (+2 Species)	15	15(+2 Species)	15	25
d4	**d6**	**d6**	**d6**	**d8**

Skill Proficiencies Performance (10 LP), Persuasion (Species)
Gear Proficiencies –
Elemental Affinities Air 1 (Species), Fire 2 (Colour, Personality)
Senses darkvision 60ft. (species), passive Perception 3
Languages Neopian

The user unleashes a string of insults laced with subtle magic at a creature they can see or hear within range. The target must succeed on a Defence saving throw or take 2 fire damage and have disadvantage on the next attack roll it makes before the end of its next turn.

Amplifying. The damage increases when the user reaches 100 Level Points (4 damage), 150 Level Points (6 damage), and 200 Level Points (8 damage).

Healer

Patricia Réon is probably the most experienced adventurer of the group, or at least the most experienced with the results of adventures themselves. She used to run an off the books medical practice, and will not hesitate to use those skills to subdue friend or foe alike for her ambitions. Don’t let her pink skin fool you.

Patricia Réon (50 LP)

Medium Pink Hissi

Level Points 0 (Total: 50)
Armor Class 2 **Resistance Class** 3
Hit Points 30
Speed 30 ft. glide 30 ft (see Spring Tail).
Homeland Lost Desert **Background** Mountain Meditation **Personality** Helpful / Overbearing

STR	DEF	AGI	END	MAG
15	**5**	**17**	**15**	**27**
15	5	15 (+2 Species)	15	25 (+2 Species)
d6	**d4**	**d6**	**d6**	**d8**

Skill Proficiencies –
Gear Proficiencies – Scythes (9 LP)
Elemental Affinities Dark 1 (Species), Life 2 (Color, Personality),
Senses passive Perception 2
Languages Neopian, Neopian Sign

Slithery (Species)
You are able to fit through any hole or tight space that is at least 1 foot in diameter, as long as you are not wearing or carrying anything that can't fit through that same passage with you.

Spring Tail (Species)
While in the air or after using a Move Action to jump, you may choose to Glide a maximum distance equal to your gliding speed.

While Gliding, you may Move through the air as if you were flying. However, you cannot gain altitude. If you end your turn while Gliding, you fall to the ground.

Constrict (Species)
As an Action, you may spend 3 SP to constrict a creature that you have already grappled. Targets you Constrict take 5 physical damage and become stunned until the end of your next turn or until they are no longer grappled, whichever comes first.

Any creatures that fail this saving throw have 1 subtracted from their initiative roll.

Elemental Pledge - Life (10 LP)
You gain the ability to learn Perks and Powers of that school's magic type, and you learn up to two Powers of that magic type with a combined Level Point cost less than or equal to 5.

Lifesteal (9 LP)
When you make a successful melee attack against a target using a Scythe, you can spend 1 SP. When you do so, you draw on the forces of life and death, dealing life damage equal to your Life Affinity and healing you for the same amount.

Action Points 3

Patricia Réon (50 LP)

Medium Pink Hissi

Level Points 0 (Total: 50)
Armor Class 2 **Resistance Class** 3
Hit Points 30
Speed 30 ft. glide 30 ft (see Spring Tail).
Homeland Lost Desert **Background** Mountain Meditation **Personality** Helpful / Overbearing

STR	DEF	AGI	END	MAG
15	**5**	**17**	**15**	**27**
15	5	15 (+2 Species)	15	25 (+2 Species)
d6	**d4**	**d6**	**d6**	**d8**

Skill Proficiencies –
Gear Proficiencies – Scythes (9 LP)
Elemental Affinities Dark 1 (Species), Life 2 (Color, Personality),
Senses passive Perception 2
Languages Neopian, Neopian Sign

Stamina Points 6 (15 LP)

Money: 7,000 NP
Inventory (34/60):
Scythe (6,000 Neopoints, 3 Physical Damage, Two-Handed, Reach)
2x Dagger (1,000 Neopoints, 1 Physical damage, Light, Thrown 20/60)
Amulet (5,000 Neopoints, Arcane Focus)

4x Basic Poison (10,000 Neopoints, As an action, you may use this poison to coat one bladed weapon, one weapon designed to pierce, or up to three pieces of ammunition. A creature hit by the coated weapon must pass a DC 3 Endurance saving throw or take 1 poison damage. The poison remains on the weapon for 1 minute after application.)

Healer's Kit (5,000 Neopoints, This kit contains bandages, salves, and splints. It may be used 10 times. As an action, you may expend 1 use to stabilize a creature with 0 HP that is not yet dead without needing to make a Medicine check.)

Herbalism Kit (5,000 Neopoints, This kit contains objects such as clippers, a pestle and mortar, and pouches and vials used to create remedies and potions. Proficiency with this tool allows a character to go up one die size when performing an ability check made to identify and apply herbs. Proficiency with this tool is needed to use it to make a vial of Antitoxin or a Healing Potion I.)

Explorer's Pack (10,000 Neopoints, +10 Inventory)
Bedroll
Mess kit
Tinderbox
10 torches
10 days of rations
50 feet of hempen rope
Waterskin

Patricia Réon (50 LP)

Medium Pink Hissi

Level Points 0 (Total: 50)
Armor Class 2 **Resistance Class** 3
Hit Points 30
Speed 30 ft. glide 30 ft (see Spring Tail).
Homeland Lost Desert **Background** Mountain Meditation **Personality** Helpful / Overbearing

STR	DEF	AGI	END	MAG
15	**5**	**17**	**15**	**27**
15	5	15 (+2 Species)	15	25 (+2 Species)
d6	**d4**	**d6**	**d6**	**d8**

Skill Proficiencies –
Gear Proficiencies – Scythes (9 LP)
Elemental Affinities Dark 1 (Species), Life 2 (Color, Personality),
Senses passive Perception 2
Languages Neopian, Neopian Sign

Powers.

Inflict Wounds (5 LP from Elemental Pledge - Life)
Charge Time: 2 AP
SP Cost: 1 SP
Range: Touch
Components: V, S
Duration: Instantaneous

A creature the user touches makes an Endurance saving throw, taking 8 life damage on a failed save or half as much on a successful one.

Overload. This Power's damage increases by 4 for each additional SP spent on it.

Healing Mantra (7 LP)
Charge Time: 10 Minutes
SP Cost: 2 SP
Range: 30 feet
Components: V
Duration: Instantaneous

Up to six creatures of the user's choice that they can see within range regain HP equal to 6 + the user's Life Elemental Affinity. This Power has no effect on the Undead or Constructs.

Overload. This Power heals each of its targets for an extra 3 HP for each additional SP spent on it.

Petpet Patrician

Anna Lytics has always loved Petpets in every form. She would beg her parents whenever they passed a pet store for another one, despite having a Doglefox at home. Her ambition is to own her own Sanctuary, but she has a long way to go. For now though, she and Demo are off on an adventure to meet new friends.

Anna Lytics (50 LP)

Medium Green Lutari

Level Points 3 (Total: 50)
Armor Class 3 **Resistance Class** 4
Resistance Water 1
Hit Points 30
Speed 30 ft., swim 30 ft., burrow 10 ft.
Homeland Neopia Central **Background** Petpet Trainer **Personality** Hopeful / Zealous

STR	DEF	AGI	END	MAG
15 15 **d6**	**15** 15 **d6**	**31** 25(+4 Species, +2 6 LP) **d10**	**15** 15 **d6**	**11** 5(+6 6 LP) **d6**

Skill Proficiencies –
Gear Proficiencies – Bows (5 LP), Magic Armour (7 LP)
Elemental Affinities Water 1 (species), Earth 2 (Color, Personality)
Senses passive Perception 3
Languages Neopian, Lutarian

Fur-nace (Species)
Your fur coat serves you surprisingly well in Neopia's colder climates. You gain one level of Water resistance.

Versatile (Species)
Your time living between land and sea has made you both hardy and adaptable. Whenever you make a Nature or Survival skill check, you do so with a +1 bonus.

Sea Mist (Species)
When things get too hectic or you just want some privacy, you can escape quickly with a flick of your tail. While underwater or partially submerged in water, you may spend 3 SP as an Action. When you do so, you create a spray of Sea Mist and dart away to safety.

When you use Sea Mist, you move a distance up to your maximum movement range without provoking opportunity attacks. If you are Engaged with an opponent while you use Sea Mist, you also become Disengaged for no additional cost.

Anna Lytics (50 LP)

Medium Green Lutari

Level Points 3 (Total: 50)
Armor Class 3 **Resistance Class** 4
Resistance Water 1
Hit Points 30
Speed 30 ft., swim 30 ft., burrow 10 ft.
Homeland Neopia Central **Background** Petpet Trainer **Personality** Hopeful / Zealous

STR	DEF	AGI	END	MAG
15 15 **d6**	**15** 15 **d6**	**31** 25(+4 Species, +2 6 LP) **d10**	**15** 15 **d6**	**11** 5(+6 6 LP) **d6**

Skill Proficiencies –
Gear Proficiencies – Bows (5 LP), Magic Armour (7 LP)
Elemental Affinities Water 1 (species), Earth 2 (Color, Personality)
Senses passive Perception 3
Languages Neopian, Lutarian

Elemental Pledge - Earth (10 LP)
You gain the ability to learn Perks and Powers of that school's magic type, and you learn up to two Powers of that magic type with a combined Level Point cost less than or equal to 5.

Adept Forager (3 LP)
Once per rest, you may examine the wilderness around your campsite to create a Fresh Snack from edible plants and fungi. You or an ally may consume a Fresh Snack during a rest for no additional cost, or you may store it in your inventory for later.
Whenever a creature consumes a Fresh Snack, they regain 3 HP.
Fresh Snacks spoil after 24 hours and can no longer be eaten; after all, they're not fresh anymore, are they?

Petpet Whisperer (5 pts)
You gain an advantage on Persuasion checks made to tame wild Petpets.

Enduring Bond (5 pts)
The bond between you and your bonded Petpet no longer breaks if your bonded Petpet spends more than 30 days without being in contact with you.

Whenever your bonded Petpet makes an attack within 5 feet of you, it deals 2 additional physical damage.

Action Points 3
Stamina Points 3

Money: 23,000 NP

Anna Lytics (50 LP)

Medium Green Lutari

Level Points 3 (Total: 50)
Armor Class 3 **Resistance Class** 4
Resistance Water 1
Hit Points 30
Speed 30 ft., swim 30 ft., burrow 10 ft.
Homeland Neopia Central **Background** Petpet Trainer **Personality** Hopeful / Zealous

STR	DEF	AGI	END	MAG
15	**15**	**31**	**15**	**11**
15	15	25(+4 Species, +2 6 LP)	15	5(+6 6 LP)
d6	**d6**	**d10**	**d6**	**d6**

Skill Proficiencies –
Gear Proficiencies – Bows (5 LP), Magic Armour (7 LP)
Elemental Affinities Water 1 (species), Earth 2 (Color, Personality)
Senses passive Perception 3
Languages Neopian, Lutarian

Inventory (59/60):
Cloak (10,000 Neopoints, +1 RC)
2x Dagger (1,000 Neopoints, 1 Physical damage, Light, Thrown 20/60)
Bow (Crossbow, 25,000 Neopoints, 2 Physical Damage, Ranged 60/120, Ammunition)
20 Bolts
10x Rations (500 Neopoints)

Explorer's Pack (10,000 Neopoints, +10 Inventory)
Bedroll
Mess kit
Tinderbox
10 torches
10 days of rations
50 feet of hempen rope
Waterskin

Powers.

Kari's Green Word (3 LP from Elemental Pledge Earth)
Charge Time: 2 AP
SP Cost: 0 SP
Range: 30 feet
Components: V, S
Duration: Instantaneous

Whispering to spirits of nature, the user creates one of the following effects within range:

Anna Lytics (50 LP)

Medium Green Lutari

Level Points 3 (Total: 50)
Armor Class 3 **Resistance Class** 4
Resistance Water 1
Hit Points 30
Speed 30 ft., swim 30 ft., burrow 10 ft.
Homeland Neopia Central **Background** Petpet Trainer **Personality** Hopeful / Zealous

STR	DEF	AGI	END	MAG
15	**15**	**31**	**15**	**11**
15	15	25(+4 Species, +2 6 LP)	15	5(+6 6 LP)
d6	**d6**	**d10**	**d6**	**d6**

Skill Proficiencies –
Gear Proficiencies – Bows (5 LP), Magic Armour (7 LP)
Elemental Affinities Water 1 (species), Earth 2 (Color, Personality)
Senses passive Perception 3
Languages Neopian, Lutarian

Weather Sensor. A tiny, harmless sensory effect predicts what the weather will be at the location for the next 24 hours. The effect may manifest as a golden orb for clear skies, a cloud for rain, a snowflake for snow, or something similar. The effect persists for 1 round.

Bloom. A flower instantly blossoms, a seed pod opens, or a leaf bud blooms.

Sensory Effect. An instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a Petpet, or the smell of a flower, is created. The effect must fit within a 5-foot cube.

Play With Fire. A candle, torch, or small campfire is instantly snuffed out or lit.

This is Anna's Petpet Demo, the Doglefox:

Demo

small Petpet (Doglefox)

Level Points 35
Armor Class 3 **Resistance Class** 2
Hit Points 30
Speed 40 ft.

STR	DEF	AGI	END	MAG
20 d6	15 d6	15 d6	15 d6	5 d4

Skills Perception d8, Stealth d8
Senses passive Perception 4
Languages —

Keen Hearing and Smell. Doglefoxes have advantage on Perception checks that rely on hearing or smell.
Pack Tactics. Doglefoxes have advantage on attack rolls against a creature if at least one of the Doglefox's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions	**Action Points** (shared with Anna Lytics) **Stamina Points** (shared with Anna Lytics)

Bite. *Melee Weapon Attack:* reach 5ft. *Hit:* This attack deals 1 extra physical damage.

Scenario Play - GM Notes

It is a normal day in Neopia Central, but something is amiss among the bustling streets. The party encounters a crying Chia who has had something important stolen from her: A bracelet of great importance to her and her family. She will offer 7,000 NP to each adventurer that helps her in retrieving her bracelet from the bandits.

Notes about the Chia

She is unreasonably upset and sobbing, almost dramatically so.
She has contacted the police, but it is clear it is a low priority for them.
Her clothing is a little shabby, she may not have the money she is promising depending on group size.
She will describe the bandits in general terms, they were large and intimidating and fluffy.
She will mention that the bandits took off towards the edge of town and probably fled into the woods.

Checks to be made with the Chia

A DC 4 Performance check can be made to help cheer up the Chia to make her conversation more concise by clearing up her ugly crying. Failure might make her more upset however.

A DC 3 Perception check can be made to determine that nothing else seems to be taken from her person, and she doesn't seem to be carrying any money on her.

A DC 3 Insight check can be made to determine that while she isn't lying, she seems to not entirely be telling the truth.

A DC 3 Survival or Investigation check can be made to spot and follow the tracks of the bandits through town and into the woods.

Into the Woods

The woods around Neopia central are not exactly safe. While the paths are traveled well enough, stepping off into the brush is asking for trouble. Trees filter the light, leaving the forest floor dim, and can play havoc with Neopets sense of time.

Forest Checks

Passive perception should be enough for players to notice a scrap of cloth snagged on a branch, seeming to be from the bandits, leading them off the path and into the forest proper.

Another DC 3 Survival check can be made to track the bandits movements and keep your players from getting lost, it will also point out a few other animal tracks of wild Petpets that have come through the area.

A DC 4 Nature Check can be made to spot plants that are edible for a snack along the trail, as well as a Negg hidden under a fern.

A stealth check can be made by the party at a DC 4 to move silently through the forest. If everyone succeeds and continues to take stealthy actions they may be able to avoid the following encounter.

Bears in the Forest

After giving your players enough time traveling and making checks and getting to know one another better have them make a hearing perception check at a DC 4. If a character passed a survival tracking check earlier and noticed the petpet tracks, have them roll with advantage.

Anyone who fails this check is considered surprised going into combat. All who succeed will hear the crunching of the underbrush before they are jumped by their attacker and have time to draw their weapons if they wish.

The party of adventurers is then jumped by 3 Bearogs as they emerge from the bushes, looking quite famished, and the party looking like a good snack. Have players roll Initiative and begin combat.

Bearog

tiny Petpet

Armor Class 2 **Resistance Class** 2
Hit Points 12
Speed 40 ft., climb 30 ft.

STR	DEF	AGI	END	MAG
15 d6	5 d4	15 d6	12 d6	5 d4

Skills Perception
Senses passive Perception 2
Languages —
Motivations Basic Survival, Hunger, Social
Bearogs desire attention from others because their own three heads tend to spend too much time bickering and annoying each other.

Keen Smell. The Bearog has advantage on Perception checks that rely on smell.

Actions

Action Points 3
Stamina Points 3

Multiattack (2 AP). The Bearog makes two attacks: one with its bite and one with its claws.
Bite. *Melee Weapon Attack:* reach 5ft. *Hit:* 1 damage.
Claws. *Melee Weapon Attack:* reach 5ft. *Hit:* 1 damage.

While the Bearogs are vicious, they aren't above saving their own skin if the situation turns on them, and they will attempt to flee if their hit points drop below ¼ of their maximum.

A DC 5 Intimidation check can be made to try and scare them off in a show of force, each success will scare off one bearog for a time, but any failures will make them immune to the effect until combat ends.

Offering the Bearogs anything from the party's rations can have a chance of satisfying them. Roll a D4: On a 1, the Bearog will attempt to attack further to take all of the party's rations; On a 2 or a 3, the Bearog will be sated, but any further violence towards it or its pack mates will be met with a continued attack; On a 4 the Bearogs will calm down, and may even think of the treating player with some regard.

Successfully dealing with the Bearogs will net the party 1 Level Point regardless of how they resolve the situation.

The Path Continues

Now that the Bearogs are dealt with, the adventure continues for the party. After giving them time to recover mentally from the attack and travel a bit farther, night will start to fall in the Forest. The darkness will be thick enough that those without night vision will have trouble navigating without a light source. A light source however may give your position away to the bandits.

Any party member traveling in the dark for too long without being able to see should make a DC 4 Athletics check or take 2 damage tripping on a root.

The Bandit Camp

Far out into the woods, the party will find the clearing of the bandit camp. There are four members in all:

A large Lupe, sitting on a log next to a fire that gives the camp its main source of light. He carries a decent sized sword at his waist. If the players found the torn cloth it will be a match to one of his sleeves.

A Yurble carries a staff in one hand and a soda in the other. He chatters excitedly to his partner. It's clear he is more than a little out of it.

A Quiggle in a sharp vest listens to the Yurble ramble on. He seems out of place compared to the other two. He clutches a briefcase in his off hand and never lets it go. A DC 5 perception check will reveal that he has several knives hidden on his person.

A Zafara sits at a table next to the tents. His appearance is disheveled and he holds a magnifying glass as he inspects an object. His pockets are full of tools, and his belt is slung with flasks carrying several different colors of potions.

A DC 4 hearing Perception check will confirm that they did in fact steal the Chia's bracelet, but it was her fault for not having the cash to pay the debt she incurred at the Dice-A-Roo gambling hall. The Zafara will make comments about the bracelet itself to make it clear he is examining it, and that it may be magic.

The party can make a set of DC 4 Stealth Checks in an attempt to get in position to ambush the camp. Any successful attack after stealth will give a surprise for the attacker.

Any incursion on the camp will draw a hostile response from the bandits.

Mark

Medium Red Lupe

Level Points 1 (Total: 75)
Armor Class 6 **Resistance Class** 2
Hit Points 40
Speed 35 ft.

STR	DEF	AGI	END	MAG
27	**17**	**15**	**20**	**5**
25+2 (Species)	15+2 (Species)	15	15 + 5 (10 LP)	5
d8	**d6**	**d6**	**d6**	**d4**

Skill Proficiencies –
Gear Proficiencies – Light Armour (5 LP), Medium Armour (9 LP), Axes (5 LP), Bows (5 LP)
Elemental Affinities Fire 2 (Colour, Personality), Earth 1 (Species)
Senses passive Perception 3, Darkvision 60 ft.
Languages Neopian

No Work Like Teamwork (Species)
You're naturally accustomed to teamwork and love to help those in need. Whenever you roll as part of a group check or while targeting an ally with a Perk or Power, you do so with a +1 bonus.

Survivalist (Species)
Your instincts allow you to adapt to any environment. As a result, you gain Proficiency in Survival skill checks.

Lupe Howl (Species)
As an Action, you may spend 3 SP to let out your fiercest Lupe Howl. Awoo!

When you use Lupe Howl, all allied creatures that can hear you gain a +1 bonus on their next dice roll and all opponents that can hear you receive a -1 penalty on their next dice roll. Additionally, opponents affected by Lupe Howl cannot target you with attacks or Powers on their next turn.

Once an opponent has been affected by Lupe Howl, they become immune to its effects until after their next rest.

Elemental Pledge - Fire (10 LP)
You gain the ability to learn Perks and Powers of that school's magic type, and you learn up to two Powers of that magic type with a combined Level Point cost less than or equal to 5.

Action Surge (15 LP)
At the beginning of your turn, you may spend 3 SP to gain an additional 1 AP. This effect may be activated only once per round of combat.

Mark

Medium Red Lupe

Level Points 1 (Total: 75)
Armor Class 6 **Resistance Class** 2
Hit Points 40
Speed 35 ft.

STR	DEF	AGI	END	MAG
27	**17**	**15**	**20**	**5**
25+2 (Species)	15+2 (Species)	15	15 + 5 (10 LP)	5
d8	**d6**	**d6**	**d6**	**d4**

Skill Proficiencies –
Gear Proficiencies – Light Armour (5 LP), Medium Armour (9 LP), Axes (5 LP), Bows (5 LP)
Elemental Affinities Fire 2 (Colour, Personality), Earth 1 (Species)
Senses passive Perception 3, Darkvision 60 ft.
Languages Neopian

Danger Sense (5 LP)
You have advantage on Agility saving throws against effects that you can see, such as traps and Powers. If you are unable to see, such as by being blinded or incapacitated, this Perk has no effect.

Come Get Some! (10 LP)
Whenever you make a successful attack against a target, you may spend 1 SP to perform a Taunt. When you do so, all opponents within 30 feet of you that are concentrating on the use of a Power or a magical item must make an Endurance saving throw with a DC equal to ½ the maximum value of your Strength die. On a failure, their concentration is broken.

Action Points 3
Stamina Points 3

Money: 2,000 NP
Inventory:
Fire Mote Axe (Battle Axe, 15,000 NP, 4 Fire Damage, Heavy, Two handed)
Bow (Crossbow, 25,000 Neopoints, 2 Physical Damage, Ranged 60/120, Ammunition)
Medium Armor (Breastplate, 50,000 Neopoints, +2 AC)

Powers.

Sear (5 LP from Elemental Pledge - Fire)
Charge Time: Reaction (1 AP, taken when damaged by any effect from a creature within range the user can see)
SP Cost: 1 SP
Range: 60 feet
Components: V, S

Mark

Medium Red Lupe

Level Points 1 (Total: 75)
Armor Class 6 **Resistance Class** 2
Hit Points 40
Speed 35 ft.

STR	DEF	AGI	END	MAG
27	**17**	**15**	**20**	**5**
25+2 (Species)	15+2 (Species)	15	15 + 5 (10 LP)	5
d8	**d6**	**d6**	**d6**	**d4**

Skill Proficiencies –
Gear Proficiencies – Light Armour (5 LP), Medium Armour (9 LP), Axes (5 LP), Bows (5 LP)
Elemental Affinities Fire 2 (Colour, Personality), Earth 1 (Species)
Senses passive Perception 3, Darkvision 60 ft.
Languages Neopian

Duration: Instantaneous

The user points a finger at the creature that damaged them, and that creature is momentarily surrounded by flames. The creature must make an Agility saving throw. It takes 8 fire damage on a failed saving throw or half as much damage on a successful one.

Overload. This Power's damage increases by 4 for each additional SP spent to use it.

Yarbles

Medium Yellow Yurble

Level Points 0 (Total: 75)
Armor Class 3 **Resistance Class** 4
Hit Points 30
Speed 30 ft.

STR	DEF	AGI	END	MAG
15	**19**	**5**	**15**	**25**
15	15+4 (Species)	5	15	25
d6	**d6**	**d4**	**d6**	**d8**

Skill Proficiencies –
Gear Proficiencies – Polearms (5 LP)
Elemental Affinities Earth 2 (Species, Colour), Light (Personality)
Senses passive Perception 3
Languages Neopian

Foremost Forager (Species)
You gain Proficiency on Survival skill checks made to find food or water.

Heightened Senses (Species)
A Yurble's ears can sense vibrations, granting them awareness of anything moving or making a noise within 30 feet. You are able to sense the direction and location of such objects and creatures but are not aware of any features such as species, creature type, size, or intent.

Oblivious (Species)
Intimidation checks against you are made with disadvantage, because you simply do not care enough to notice the attempt. Let's just take it easy, yeah?

Elemental Pledge - Earth (10 LP)
You gain the ability to learn Perks and Powers of that school's magic type, and you learn up to two Powers of that magic type with a combined Level Point cost less than or equal to 5.

Elemental Pledge - Light (10 LP)
You gain the ability to learn Perks and Powers of that school's magic type, and you learn up to two Powers of that magic type with a combined Level Point cost less than or equal to 5.

Nature's Deflection (6 LP)
Whenever you are targeted by a Petpet or a Plant creature, that creature must make an Endurance saving throw. On a failure, they must target another creature in range. If there are no available creatures, their attack misses instead.
If a creature passes their saving throw against Nature's Deflection, they are immune to the Perk's effect for 24 hours.

Taking Root (9 LP)
You can root yourself to the ground at a moment's notice. As a result, you are immune to being knocked prone.

Yarbles

Medium Yellow Yurble

Level Points 0 (Total: 75)
Armor Class 3 **Resistance Class** 4
Hit Points 30
Speed 30 ft.

STR	DEF	AGI	END	MAG
15	**19**	**5**	**15**	**25**
15	15+4 (Species)	5	15	25
d6	**d6**	**d4**	**d6**	**d8**

Skill Proficiencies –
Gear Proficiencies – Polearms (5 LP)
Elemental Affinities Earth 2 (Species, Colour), Light (Personality)
Senses passive Perception 3
Languages Neopian

Action Points 3
Stamina Points 7 (20 LP)

Money: 2,000 NP
Inventory:
Polearm (Spear, 7,500 NP, 2 Physical Damage, Reach, Thrown 20/60, Two-handed)
Mug
Robes (+2 RC)

Powers.

Burning Light (3 LP from Elemental Pledge - Light)
Charge Time: 2 AP
SP Cost: 0 SP
Range: 60 feet
Components: V, S
Duration: Instantaneous

Radiant light descends on a creature the user can see within range. The target must succeed on an Agility saving throw or take 3 light damage. The target gains no benefit from cover for this save.

Amplifying. The damage increases when the user reaches 100 Level Points (6 damage), 150 Level Points (9 damage), and 200 Level Points (12 damage).

Altador's Mark (5 LP from Elemental Pledge - Earth)
Charge Time: 2 AP
SP Cost: 1 SP

Yarbles

Medium Yellow Yurble

Level Points 0 (Total: 75)
Armor Class 3 **Resistance Class** 4
Hit Points 30
Speed 30 ft.

STR	DEF	AGI	END	MAG
15	**19**	**5**	**15**	**25**
15	15+4 (Species)	5	15	25
d6	**d6**	**d4**	**d6**	**d8**

Skill Proficiencies –
Gear Proficiencies – Polearms (5 LP)
Elemental Affinities Earth 2 (Species, Colour), Light (Personality)
Senses passive Perception 3
Languages Neopian

Range: 90 feet
Components: V
Duration: Concentration, up to 1 hour

The user chooses a creature they can see within range and mystically marks it as their quarry. Until the Power ends, the user deals an additional 2 earth damage to the target whenever they hit it with a weapon attack. The user also has advantage on any Perception or Survival checks made to find the target.

Overload. The user can concentrate on this Power for an additional 2 hours for each additional SP spent on it.

Bless (5 LP)
Charge Time: 2 AP
SP Cost: 1 SP
Range: 30 feet
Components: V, S, M (a sprinkling of Faerie Water)
Duration: Concentration, up to 1 minute

The user confers a blessing onto up to three creatures of their choice within range. Whenever a target makes an attack roll or saving throw while blessed in this way, they may add 1 to the attack roll or saving throw.

Overload. The user can target an additional creature for each extra SP spent on this Power. If the user spent at least 4 SP on this Power, the target(s) may add 2 to their attack roll or save instead.

Burrow (7 LP)
Charge Time: 2 AP
SP Cost: 2 SP

Yarbles

Medium Yellow Yurble

Level Points 0 (Total: 75)
Armor Class 3 **Resistance Class** 4
Hit Points 30
Speed 30 ft.

STR	DEF	AGI	END	MAG
15	**19**	**5**	**15**	**25**
15	15+4 (Species)	5	15	25
d6	**d6**	**d4**	**d6**	**d8**

Skill Proficiencies –
Gear Proficiencies – Polearms (5 LP)
Elemental Affinities Earth 2 (Species, Colour), Light (Personality)
Senses passive Perception 3
Languages Neopian

Range: Touch
Components: V, S, M (a pinch of dirt)
Duration: 1 hour

The user touches a willing creature to grant it the ability to burrow. For the duration, it gains a burrowing speed of 10 feet. If the creature already has a burrowing speed, that speed increases by 10 feet.

Nature's Vengeance (3 LP)
Charge Time: 1 AP
SP Cost: 0 SP
Range: Touch
Components: V, S, M (mistletoe or shamrock and a club or quarterstaff)
Duration: 1 minute

The wood of a club or quarterstaff the user is holding becomes imbued with nature's power. For the duration, the user may use their Magic Ability Die instead of Strength for the attack rolls of Melee Attacks using the weapon. The weapon also becomes Remarkable if it isn't already, but it doesn't have an element; its base weapon damage is 3. This Power ends if it is used again or if the user lets go of the weapon.

Amplifying. The base weapon damage increases when the user reaches 100 Level Points (4 damage), 150 Level Points (5 damage), and 200 Level Points (6 damage).

Quiggly

Medium Purple Quiggle

Level Points 1 (Total: 75)
Armor Class 3 **Resistance Class** 3
Hit Points 30
Speed 30 ft., 30 ft Swimming

STR	DEF	AGI	END	MAG
15	**15**	**27**	**15**	**7**
15	15	25+2 (Species)	15	5+2 (Species)
d6	**d6**	**d8**	**d6**	**d4**

Skill Proficiencies –
Gear Proficiencies – Dagger (5 LP), Magic Armour (6 LP)
Elemental Affinities Water 1(Species) , Dark 2 (Colour, Personality)
Senses passive Perception 3
Languages Neopian, Neopian Sign (5 LP)

Quick-Fire Tongue (Species)
Your long tongue is normally used to catch flies, but you can also use it to retrieve any item small enough to fit in one hand. You can do so from a distance of up to 10 feet, provided you have line of sight to your target.

Heightened Vision (Species)
Quiggles are able to see in any direction, provided they are not wearing any headgear. Their eyes are able to operate independently, allowing them to look in two directions at once. You have advantage on Perception checks that rely on sight.
Additionally, you have advantage when making an opportunity attack, provided you are not wearing headgear that would block your vision of the target.

Waterbreathing (Species)
You can breathe underwater without equipment or magic.

Knife Skills (5 LP)
You can spend 1 AP on your turn to sharpen a bladed weapon. Until the end of your next turn, when you successfully make an attack with that weapon you can add 1 physical damage to the results.

Elemental Pledge - Dark (10 LP)
You gain the ability to learn Perks and Powers of that school's magic type, and you learn up to two Powers of that magic type with a combined Level Point cost less than or equal to 5.

Shadow Strike (12 LP)
Whenever you make a successful melee attack against a target using a dagger, you can spend 1 SP. When you do so, you can step into the target's shadow, dealing two times your Neopet's Dark Elemental Affinity to that target and leaving them unable to target you using attacks or Powers until the start of your next turn.

Exit Plan (5 LP)
You understand the value of a quick getaway. Whenever an attack you make causes a creature to go to 0 hit points, your

Quiggly

Medium Purple Quiggle

Level Points 1 (Total: 75)
Armor Class 3 **Resistance Class** 3
Hit Points 30
Speed 30 ft., 30 ft Swimming

STR	DEF	AGI	END	MAG
15	**15**	**27**	**15**	**7**
15	15	25+2 (Species)	15	5+2 (Species)
d6	**d6**	**d8**	**d6**	**d4**

Skill Proficiencies –
Gear Proficiencies – Dagger (5 LP), Magic Armour (6 LP)
Elemental Affinities Water 1(Species) , Dark 2 (Colour, Personality)
Senses passive Perception 3
Languages Neopian, Neopian Sign (5 LP)

walking speed is increased by 20 feet during your next turn.

Scrounger (5 LP)
You know many secret routes to get yourself about. You gain advantage on Stealth checks while behind cover.

Lucky Save (15 LP)
Once per rest, you may reroll a saving throw that you fail. If you do so, you must take the new result.

Martial Arts (6 LP)
When you are wearing no armour, carrying no shield, and either unarmed or wielding only the above weapon types, you gain the following benefits:

You may use Agility instead of Strength for the attack and damage rolls of your unarmed melee attacks.

You may use 2 physical damage in place of the normal damage for your unarmed strike.

Action Points 3
Stamina Points 3

Money: 2,000 NP
Inventory:
4x Dagger (1,000 Neopoints, 1 Physical damage, Light, Thrown 20/60)
Silk Vest (Cloak, 10,000 NP, +1 RC)
Briefcase

Quiggly

Medium Purple Quiggle

Level Points 1 (Total: 75)
Armor Class 3 **Resistance Class** 3
Hit Points 30
Speed 30 ft., 30 ft Swimming

STR	DEF	AGI	END	MAG
15	**15**	**27**	**15**	**7**
15	15	25+2 (Species)	15	5+2 (Species)
d6	**d6**	**d8**	**d6**	**d4**

Skill Proficiencies –
Gear Proficiencies – Dagger (5 LP), Magic Armour (6 LP)
Elemental Affinities Water 1(Species) , Dark 2 (Colour, Personality)
Senses passive Perception 3
Languages Neopian, Neopian Sign (5 LP)

2x Basic Poison (10,000 Neopoints, As an action, you may use this poison to coat one bladed weapon, one weapon designed to pierce, or up to three pieces of ammunition. A creature hit by the coated weapon must pass a DC 3 Endurance saving throw or take 1 poison damage. The poison remains on the weapon for 1 minute after application.)

Powers.

Disguise Self (5 LP from Elemental Pledge - Dark)
Charge Time: 2 AP
SP Cost: 1 SP
Range: Self
Components: V, S
Duration: 1 hour

The user makes themselves—including their clothing, armour, weapons, and other belongings—look different either until this Power ends or they take a 1 AP action to end this Power early. The user can seem up to 1 foot shorter or taller and may change their body weight. This Power is not able to change species and can only change colours if the target colour is only cosmetically different from the original colour. This Power cannot change a Neopet into a mutant variant with extra limbs, for example.

The changes wrought by this Power are only an illusion and do not stand up to physical inspection. For example, if the user uses this Power to add a hat to their outfit, matter will pass through that hat, and anyone who touches it would feel nothing.

To discover the disguise, a creature may use a Search action on the user to make an Investigation check against the user’s Power save DC.

Zack

Medium Orange Zafara

Level Points 1 (Total: 75)
Armor Class 3 **Resistance Class** 5
Hit Points 25
Speed 35 ft.

STR	DEF	AGI	END	MAG
8	**17**	**17**	**25**	**21**
5+3 (3 LP)	15 + 2 (Species)	15+2 (Species)	25	15+6 (12 LP)
d4	**d6**	**d6**	**d8**	**d8**

Skill Proficiencies –
Gear Proficiencies Magic Armour (5 LP)
Elemental Affinities Light 2 (Species, Colour), Spectral 1 (Personality)
Senses passive Perception 3, Truesight 10 ft.
Languages Neopian, Neopian Sign (5 LP)

Dropkick (Species)
As an Attack Action, you may perform a Dropkick against a target to take them by surprise.
When you use Dropkick, roll to hit using a melee attack with Proficiency. On a hit, the target takes 2 physical damage and must make an Endurance saving throw with a DC equal to ½ the maximum value of your Agility die. On a failed save, the target becomes stunned until the start of your next turn.

Friend In High Places (Species)
A Zafara's powerful hind legs make them excellent athletes and even better climbers. As a result, your base climbing speed is always equal to your base walking speed.

Party Animal (Species)
Zafaras are well-known for their love of music. You gain Proficiency in a musical instrument of your choice, as well as in Performance skill checks

Elemental Pledge - Spectral (10 LP)
You gain the ability to learn Perks and Powers of that school's magic type, and you learn up to two Powers of that magic type with a combined Level Point cost less than or equal to 5.

Elemental Pledge - Light (10 LP)
You gain the ability to learn Perks and Powers of that school's magic type, and you learn up to two Powers of that magic type with a combined Level Point cost less than or equal to 5.

Glimpse the Truth (9 LP)
You have truesight up to a range of 10 feet. If you already have truesight, its range is increased by 10 additional feet.

Brewery (12 LP)
Once per rest, you may brew a number of special potions equal to ½ the maximum value of your Magic Die for no

Zack

Medium Orange Zafara

Level Points 1 (Total: 75)
Armor Class 3 **Resistance Class** 5
Hit Points 25
Speed 35 ft.

STR	DEF	AGI	END	MAG
8	**17**	**17**	**25**	**21**
5+3 (3 LP)	15 + 2 (Species)	15+2 (Species)	25	15+6 (12 LP)
d4	**d6**	**d6**	**d8**	**d8**

Skill Proficiencies –
Gear Proficiencies Magic Armour (5 LP)
Elemental Affinities Light 2 (Species, Colour), Spectral 1 (Personality)
Senses passive Perception 3, Truesight 10 ft.
Languages Neopian, Neopian Sign (5 LP)

additional cost. You may also carry that many prepared potions on your person at one time. You may brew any combination of potions or multiple copies of the same potion.

Potions can either be consumed by a creature or thrown at a target. Potions can be thrown using a ranged attack with a maximum range of 30 feet and will apply their effect on impact with the target or any other object.
Your potions are classified as Remarkable Items, but they are also unstable, causing their magical effects to dissipate after 24 hours. As a result, shopkeepers will not purchase them.

Prepared Potions

Caustic Potion x2
This potion deals 2 dark damage of a type specified when it is made when drunk. It can be thrown up to 30 feet to deal damage to a creature on impact. Make a ranged weapon attack. On a hit, the target takes 2 damage. This attack does not gain any benefit from Elemental Affinity.

Wood Sap Potion x2
This potion restores 1d4 lost hit points when drunk. It may be thrown up to 30 feet to impact on a target. Make a ranged weapon attack. On a hit, the target regains 1d4 lost hit points.

Action Points 3
Stamina Points 4 (5 LP)

Money: 2,000 NP
Inventory:
4 Flasks
Dagger (1,000 Neopoints, 1 Physical damage, Light, Thrown 20/60)

Zack

Medium Orange Zafara

Level Points 1 (Total: 75)
Armor Class 3 **Resistance Class** 5
Hit Points 25
Speed 35 ft.

STR	DEF	AGI	END	MAG
8	**17**	**17**	**25**	**21**
5+3 (3 LP)	15 + 2 (Species)	15+2 (Species)	25	15+6 (12 LP)
d4	**d6**	**d6**	**d8**	**d8**

Skill Proficiencies –
Gear Proficiencies Magic Armour (5 LP)
Elemental Affinities Light 2 (Species, Colour), Spectral 1 (Personality)
Senses passive Perception 3, Truesight 10 ft.
Languages Neopian, Neopian Sign (5 LP)

Cloak (Cloak, 10,000 NP, +1 RC)
Magnifying glass
Magic Bracelet

Powers.

Hand of Jub (3 LP)
School: Spectral Magic
Casting Time: 2 AP
SP Cost: 0 SP
Range: 30 feet
Components: V, S
Duration: 1 minute

A spectral, floating hand appears at a point the user chooses within range. The hand lasts for duration or until the user dismisses it as an action. The hand vanishes if it is ever more than 30 feet from the user or if they use this Power again.

The user may use their action to control the hand. It may manipulate an object, open an unlocked door, stow or retrieve an item from a container, or pour out the contents of a bottle. The user may move the hand up to 30 feet each time it is used.

The hand cannot attack, activate magical items, or carry more than 10 pounds.

Magic Missile (5 LP from Elemental Pledge - Spectral)
School: Spectral Magic
Casting Time: 2 AP
SP Cost: 1 SP
Range: 120 feet

Zack

Medium Orange Zafara

Level Points 1 (Total: 75)
Armor Class 3 **Resistance Class** 5
Hit Points 25
Speed 35 ft.

STR	DEF	AGI	END	MAG
8	**17**	**17**	**25**	**21**
5+3 (3 LP)	15 + 2 (Species)	15+2 (Species)	25	15+6 (12 LP)
d4	**d6**	**d6**	**d8**	**d8**

Skill Proficiencies –
Gear Proficiencies Magic Armour (5 LP)
Elemental Affinities Light 2 (Species, Colour), Spectral 1 (Personality)
Senses passive Perception 3, Truesight 10 ft.
Languages Neopian, Neopian Sign (5 LP)

Components: V, S
Duration: Instantaneous

The user creates three glowing darts of magical force. Each dart hits a creature of the user's choice that they can see within range. A dart deals 2 spectral damage to its target. The darts all strike simultaneously and may be directed to hit different creatures or to all hit the same creature.

Overload. The user creates one extra dart for every additional SP spent on this Power.

Detect Magic (5 LP from Elemental Pledge - Light)
Charge Time: 2 AP
SP Cost: 1 SP (Ritual)
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

For the duration, the user can sense the presence of magic and magical effects within 30 feet of them. If they sense magic in this way, they may take a 1 AP action to see a faint aura around any visible creature or object in the area that bears magic. If the creature or object has an elemental school, the user also learns what school it belongs to.

This Power is blocked by 1 foot of stone, dirt, or wood; 1 inch of metal; or a thin sheet of lead.

Dealing with the bandits will reward the party with 2 Level Points.

This party will be unwilling to part with the bracelet, but beating them up is usually enough for them to drop their interest in the object, after all living is more important than profit.

Depending on who is alive at the end of the encounter, information can be coerced from them.

A DC 4 intimidation check or persuasion check can get the following information out of certain bandits:

Lupe: He has his pride, but will let slip that he found it odd that his employer specifically wanted that bracelet. He won't say anything about the man who employed them.

Yurble: He's still intoxicated and may not fully understand what is going on. He will be belligerent with the party, especially if someone died. He'll let slip that his employer didn't seem to be a Roo Island kind of person, but he never met them properly.

Quiggle: He will be the most tight lipped of the bunch. He won't say anything outright, but his briefcase will have documents pertaining to the pilfering, such as a picture of the bracelet, the Chia, and a 10,000 NP advance on the job, as well as several poisons.

Zafara: He is obviously the rookie of the crew. He will blab about the probability of the magic in the bracelet, but he hasn't been able to work out what exactly makes it special yet. He will say that if the boss is as scary as the rest of the crew says he is, they probably wouldn't be caught dead wearing a bracelet that was so… feminine, regardless of what it can actually do.

Examining the bracelet will show that it is made of gold, but a separate, unidentified metal will be woven in as a pattern, surrounding a large clouded grey stone, like smokey quartz. Putting it on will give a player a weird feeling, but nothing else will happen.

The players can attempt to tie the bandits up and lead them back to town in the morning for a bounty reward of 5,000 NP a piece.

Back to Central

On returning back to town, players can choose to return the bracelet or not, but will be spotted by the Chia who will be more than happy to approach them hoping to get her property back. If the players wish to keep the bracelet they can make a DC 6 Persuasion Check. On a failure she will be more upset with the party for lying to her than she was with the bandits that actually took her stuff. Her waterworks will draw the attention of guards.

If the players give her the bracelet back, she will thank them and give them half of what she initially promised, and if the players comment on her short changing she will tell them that she isn't quite in the position to pay them in full right now, but next week she will have the rest of the money.

Coming Up Next

This journey will likely continue in further playtests. You can continue along this scenario if you wish with the rules and mechanics presented in this playtest.

Playtest Scenario 2 - Hidden Tower

The Hidden Tower is an adventure suitable for 50 Level Point characters, and is designed to reward 17 to 24 Level Points. If your group intends to take on the Fall of Faerieland campaign module, the Hidden Tower adventure serves as a good introduction, placing the party in **Faerieland** for the beginning of the campaign and introducing several notable characters they will encounter in the campaign, like **Queen Fyora a**nd **Hubrid Nox**.

The events of the Hidden Tower adventure take place in Faerieland before the events of the Fall of Faerieland campaign. If your group wishes to play the Hidden Tower adventure after completing the campaign, that is still possible with the following changes:

- Faerieland is now at ground level. Buildings are in a state of disrepair while Faeries and Neopets alike work on the reconstruction efforts.
- The **Faerie Caves** are now known as the **Faerie Caverns**. The Precipice section of the caves is no longer open to the air.
- The **Hidden Tower** is now attacked by the ghost of Hubrid Nox. He uses the same stat block in this context.

Starting the Adventure

Established parties and new adventurers may both be drawn into this adventure. If the party is established, have a Random Event strike them with a particularly difficult foe or a sleeping spell that causes the party to pass out. When they come to, as with an entirely new party, they find themselves in the **Healing Springs** of Faerieland.

Radiant pools of water cascade over the area, and each member of the party wakes in a different one, feeling refreshed and energised while they bathe in them. Nearby, the Water Faerie **Marina** calls them over.

Marina explains to the party that they were brought to the Healing Springs unconscious when they were found by the Faerie Queen, Fyora. The Water Faerie has gradually nursed them back to health, and she now feels they are ready to leave her care. She mentions that Queen Fyora has been informed of their progress and wishes to speak with them. They will find the Queen on the path leading to **Faerie City**, just beyond the Healing Springs.

Queen Fyora greets the players, showing relief at their recovery. She says the look of their gear when they were rescued marks the group as adventurers and wonders if they could help her on a quest. She reveals that she recently saw a frightened *Meowclops* fleeing into the depths of the dangerous **Faerie Caves** north of their position. Queen Fyora cares deeply for all beings and would like to save the creature from harm. She asks the party to enter the Faerie Caves and rescue the *Meowclops*, giving them a location in Faerie City not far from her castle to meet her when the deed is done.

Deceiving Fyora

If the party wishes, they may attempt to mislead Queen Fyora and substitute another Meowclops in the place of the one they were tasked to rescue. If the party can buy or otherwise come across another Meowclops, they may attempt to pass that one off as the one the Queen was concerned about, avoiding the dangerous trip to the Faerie Caves. If the party decides to do this, they gain 5 Level Points when they secure a Meowclops by any means.

Meowclops

tiny Petpet

Armor Class 3 **Resistance Class** 3
Hit Points 15
Speed 30 ft., climb 30 ft.

STR	DEF	AGI	END	MAG
5	15	12	15	19
d4	d6	d6	d6	d6

Skills Arcana, Perception
Senses passive Perception 4
Languages —
Motivations Basic Needs, Hunger
Popular among spooky spellcasters and spiritual socialites for their friendliness, legends say that Meowclopses see all, but aren't born with the knowledge of how to process it.

Actions	**Action Points** 2 **Stamina Points** 2

Claws. *Melee Weapon Attack:* reach 5 ft.

The Faerie Caves

The Faerie Caves are north of the Healing Springs and to the west of Faerie City itself. An outcrop of pink rock juts up into the otherwise unblemished sky, but the bulk of the caves extends far below the cloud level of Faerieland. A narrow fault in the pink stone forms an entrance to the caves. Throughout the caves, rocks that have taken on a kaleidoscopic nature can be found, reflecting light back in a rainbow of colours.

A1. The Maw

The entrance to the Faerie Caves is an open, rocky chamber. It is illuminated by a pair of torches at the far end on either side of an opening that leads to A2: the **Rainbow Cavern**. These torches are magically enchanted and will never burn down. They may be taken by characters to light their way in the complete darkness of the remaining caves but will crumble to ashes if taken beyond the confines of the Faerie Caves themselves. Whenever a torch is destroyed, a new one appears in the bracket it was taken from.

A2. The Rainbow Cavern

The ceiling of this cavern is made from kaleidoscopic rock that reflects and refracts any light source into a rainbow of colours. There are two openings: west to **Garon's Rest** at **A3** and north to the **Chamber of Bones** at **A4**. A passage back to **A1: the Maw** lies to the south.

A3. Garon's Rest

This cave is a dead end, with a passage leading back to **A2: the Rainbow Cavern**. Among a pile of rocks that appear deliberately stacked, a character passing a DC 6 Investigation check will find a golden key wrapped in paper among the gaps of the stones. Writing on the paper reveals it is the property of someone named **Garon**, a previous explorer of the caves. The golden key opens a treasure chest in **A12: Vilaria's Rest.**

A4. The Chamber of Bones

Bones litter the floor of this cave. If a character approaches within 10 feet of them, the bones will spring to life, forming a ***Skeleton*** that appears to have been a Blumaroo in life. It is hostile to the party, as well as anyone else who dares to explore the Faerie Caves, having been enchanted to protect them. It will follow the party through the caves until it is defeated. Taking care of the Skeleton, violently or not will reward them with 1 Level Point. A passage to the south leads back to **A2: the Rainbow Cavern**. Additional passages lead further into the cave network. To the east, the passage leads to **A5: Caereli's Store**. To the west, the passage leads to **A6: Essit's Folly**. Finally, to the northwest, the passage leads to **A7: the Portcullis**.

Skeleton

medium undead

Armor Class 3 (armor scraps) **Resistance Class** 2
Hit Points 12
Speed 30 ft.

STR	DEF	AGI	END	MAG
16	8	15	12	7
d6	d4	d6	d6	d4

Damage Resistances poison -2
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 2
Languages understands all languages it knew in life, but can't speak
Motivation Goal
Skeletons typically hate the living. If summoned, they share the goals of the one who summoned them.

Actions

Action Points 2
Stamina Points 2

Battle Bones. *Melee Weapon Attack:* reach 5 ft.
Expert Bow. *Ranged Weapon Attack:* range 80/320 ft.

A5. Caereli's Store

A treasure chest in this cave contains a Light Crossbow and 30 Crossbow Bolts. A passage leads back to **A4: the Chamber of Bones**, while another leads deeper to **A9: the Cave of the Six Faeries**.

A6. Essit's Folly

A hole in the floor of this cave is wide enough to lower a Small-sized character through using a rope. It leads to **A16: Kroyila's Watch**, with the opening being 30 feet above the ground level of the lower cave. If the rope is properly secured, a Small-sized character can also use it to climb up to this cave from **A16: Koyila's Watch**. A passage from this cave leads back to **A4: the Chamber of Bones**.

A7. The Portcullis

At the far end of this cave, iron spikes block the passage to **A8: Drakara's Refuge**. A pressure pad next to the spikes will cause them to recede into the ceiling if an object weighing 200 pounds or more is placed upon it. A pink rock boulder is 10 feet from the pressure pad and can be pushed onto the pressure pad to activate it if a character passes a DC 7 Strength check. A passageway at the opposite end of the cave leads back to **A4: the Chamber of Bones**.

A8. Drakara's Refuge

This cave is a dead end, with a passageway leading back to **A7: the Portcullis**. A ***Bionic Cybunny*** is in this cave and turns to see the party as they enter. It has sought out this cave for privacy and attacks in surprise. Dealing with them violently or non violently will reward the party with 1 Level Point.

Bionic Cybunny

medium Neopet (Cybunny)

Armor Class 4 (natural armor) **Resistance Class** 3
Hit Points 32
Speed 30 ft., burrow 10 ft.

STR	DEF	AGI	END	MAG
18 d6	14 d6	25 d8	16 d6	18 d6

Senses darkvision 60ft., passive Perception 3
Languages Common
Motivations varies by individual – usually Goal, Basic Need

First seen during King Terask's assault on Faerieland, Bionic Cybunnies tend to serve as pawns in a greater scheme, waiting until the perfect opportunity to carry out their objective.	
Bionic Senses. The bionic Cybunny has advantage on Defence (Perception) checks that rely on hearing. ***Powerful Jump.*** The bionic Cybunny's long jump is increased by 10 feet, and their high jump increases by 5 feet.	
Actions	**Action Points** 3 **Stamina Points** 3
Multiattack (2 AP). The bionic Cybunny makes two attacks: one with its kick and one with its eye laser. ***Kick.*** *Melee Weapon Attack:* reach 5 ft. ***Eye Laser.*** *Ranged Weapon Attack:* range 30/120 ft. *Hit:* This attack has 2 base damage, and deals light damage instead of physical.	

A9. The Cave of the Six Faeries

Rocks have collapsed the passageway at the end of this cave, which leads to **A10: Vitrini's Gate**. Sticks of dynamite have been stacked next to the collapsed rocks, along with a note from someone named **Quaglor**. He claims in the note to have rigged up similar sticks of dynamite deeper in the caves to help would-be explorers. This stack of dynamite has a 10-second fuse and will explode once lit from any source of fire. Any character within 10 feet of the explosion takes 9 fire damage, and the rocks are cleared from the passage. A passage at the other end of this cave leads back to **A5: Caereli's Store**.

A10. Vitrini's Gate

A ***Fire Imp*** and a ***Snow Imp*** are in this cavern. They attack the party on sight. ~~Dealing with them violently or non-violently will reward 1 Level Point.~~ At the far end of the cavern is a staircase hewn from purple rock, which leads down to the lower levels of the Faerie Caves, arriving at **A11: the Earth Faerie's Tears**. Iron spikes block the passageway. A pressure pad next to the spikes will cause them to recede into the ceiling if an object weighing 200 pounds or more is placed upon it. A boulder of purple rock is placed 5 feet from the pressure pad and can be pushed onto it if a character passes a DC 5 Strength check. A passageway leads back to **A9: the Cave of the Six Faeries** at the opposite end of the cavern.

Fire Imp

small primordial Petpet

Armor Class 2 **Resistance Class** 3
Hit Points 12
Speed 0 ft., fly 30 ft. (hover)

STR	DEF	AGI	END	MAG
5	10	15	12	15
d4	d4	d6	d6	d6

Damage Vulnerabilities water +2
Damage Resistances fire -2, poison -2
Condition Immunities poisoned
Senses passive Perception 2
Languages –
Motivations Basic Need, Hunger
Fire Imps are Baby Fireballs that are no longer mere babies, having gained some control over their inherent fiery powers.

Innate Spellcasting. The fire imp can innately cast *lava spit*.

Actions

Action Points 3
Stamina Points 3

Fiery Headbutt. *Melee Spell Attack:* reach 5 ft. *Hit:* This attack deals fire damage instead of physical damage.

Snow Imp

small primordial Petpet

Armor Class 2 **Resistance Class** 3
Hit Points 12
Speed 0 ft., fly 30 ft. (hover)

STR	DEF	AGI	END	MAG
5	10	15	12	15
d4	d4	d6	d6	d6

Damage Vulnerabilities fire +2
Damage Resistances poison -2, water -2
Condition Immunities poisoned
Senses passive Perception 2
Languages –

Motivation Basic Need, Hunger, Respect *Giant Baby Fireballs that seek out territory in the coldest of places end up becoming these frosty creatures as they acclimate to their new home.*	
Innate Spellcasting. The snow imp can innately cast *ray of frost*.	
Actions	**Action Points** 3 **Stamina Points** 3
Icy Headbutt. *Melee Spell Attack:* reach 5 ft. *Hit:* This attack deals water damage instead of physical damage.	

A11. The Earth Faerie's Tears

A shallow pool of stagnant water covers much of this cave's floor. Characters passing a DC 6 Investigation check will discover an iron key resting in the middle of the pool. This key will open the door that blocks passage from **A19: Valeane's Rebuke** to **A20: the Queen's Sanctum**. A passageway in this cave leads to **A12: Vilaria's Rest**, while a purple stone staircase leads back to the upper levels of the cave system at **A10: Vitrini's Gate**.

A12. Vilaria's Rest

A golden treasure chest sits in the centre of this cave. It can be opened using the golden key found in **A3: Garon's Rest**. The chest is covered in Lupe motifs. It contains a self-authored book detailing the exploits of the adventurer known as **Garon the Great**. Many of the details seem grandiose and implausible in parts. The chest also contains a gold ring worth 25,000 Neopoints and a *Scroll of Magic Missile*. Three passageways lead off this cave. To the north, one leads back to **A11: the Earth Faerie's Tears**. To the west, one leads to **A13: Greed's Reward**. To the south, one leads to **A14: the Shining Cave**.

A13. Greed's Reward

This cave is a dead end, with a passageway leading back to **A12: Vilaria's Rest**. The floor of this cavern is littered with magical spike traps, which trigger underneath any non-flying character who moves 10 feet or more into the cavern. They trigger again underneath that character if they move another 10 feet within the cavern. Each time one of the traps is triggered, each character within 5 feet of it must make a DC 5 Agility

saving throw. On a failed saving throw, a character takes 2 physical damage. The spike traps are magically enchanted to reset themselves after 1 minute and cannot be exhausted through multiple triggers unless the *Dispel* power is cast within the cavern. This disables them all.

A14. The Shining Cave

Kaleidoscopic rock has crumbled from the ceiling of this cave to cover the passageway leading to **A15: Stenvela's Reach** to the west, while a passage to the east leads to **A16: Kroyila's Watch**, and one to the north leads back to **A12: Vilaria's Rest**. If the kaleidoscopic rock is cleared using dynamite from within the Faerie Caves or another suitable explosion, two ***Fire Imps*** are attracted to the flames, which are hostile to the party. Dealing with them violently or non-violently will reward 1 Level Point.

Fire Imp

small primordial Petpet

Armor Class 2 **Resistance Class** 3
Hit Points 12
Speed 0 ft., fly 30 ft. (hover)

STR	DEF	AGI	END	MAG
5	10	15	12	15
d4	d4	d6	d6	d6

Damage Vulnerabilities water +2
Damage Resistances fire -2, poison -2
Condition Immunities poisoned
Senses passive Perception 2
Languages –
Motivations Basic Need, Hunger
Fire Imps are Baby Fireballs that are no longer mere babies, having gained some control over their inherent fiery powers.

Innate Powers. The fire imp can innately cast *lava spit*.

Actions

Action Points 3
Stamina Points 3

Fiery Headbutt. *Melee Spell Attack:* reach 5 ft. *Hit:* This attack deals fire damage instead of physical damage.

A15. Stenvela's Reach

The missing Meowclops can be found in this cave. It has been cornered by a ***Metal Devourer***. Dealing with them violently or non-violently will reward 1 Level Point. If the Metal Devourer is defeated, the Meowclops can be recovered. The party gains 3 Level Points when the Meowclops is recovered. A passageway leads further into the cave system to **A17: Quaglor's Camp**, while another leads back to **A14: The Shining Cave**.

Metal Devourer

medium construct Petpet (Slorg)

Armor Class 3 (natural armor) **Resistance Class** 3
Hit Points 30
Speed 25 ft.

STR	DEF	AGI	END	MAG
14	9	6	15	4
d6	d4	d4	d6	d4

Condition Immunities poisoned
Senses passive Perception 3
Languages —
Motivations Basic Need
The Metal Devourers were designed to be living trash disposals in the time of the Great Empire. Thousands of years after the Empire fell, the Devourers continue to clean the world.

Immutable Form. The metal devourer is immune to any Power or effect that would alter its form.
Fully Robotic Nature. This creature doesn't require air, food, drink, or sleep.

Actions

Action Points 3
Stamina Points 3

Bite. *Melee Weapon Attack:* reach 5 ft. *Hit:* The target is grappled. Until this grapple ends, the target is restrained, and the metal devourer can't bite another target.
Swallow. The metal devourer makes one bite attack against a Small or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the metal devourer, and it takes 5 fire damage at the start of each of the metal devourer's turns, or twice as much if the swallowed target is a construct, robot, or otherwise made of metal. The metal devourer can have only one target swallowed at a time. If the metal devourer dies, a swallowed creature is no longer restrained by it and can escape from the wreckage using 5 ft. of movement, exiting prone.

A16. Kroyila's Watch

A hole in the ceiling of this cavern leads up to **A6: Essit's Folly** and is wide enough for a Small-sized character to fit through. A stick of dynamite can be found in this cave with a 10-second fuse. Any character within 10 feet of the explosion takes 9 fire damage. This can be carried to other sections of the caves to be used if needed. A passageway leads back to **A14: the Shining Cave**.

A17. Quaglor's Camp

Three passageways lead from this cave. To the north, a passage leads to **A15: Stenvela's Reach**. To the south, a passage leads to **A18: the Precipice**. To the west, a passage leads to **A19: Valeane's Rebuke**. A small, long, derelict camp can be found in this cavern, left from a previous adventurer. The tent has been picked clean of anything of value. However, characters passing a DC 5 Investigation check will find another note from Quaglor on the floor of the tent. It informs the party that Quaglor's efforts to explore the caves farther ahead with dynamite have compromised the structure of the caves themselves, and they should proceed with caution.

A18. The Precipice

Dynamite blasting has completely demolished two walls and half of the floor in this cavern, leaving it completely open to the elements. Deep in the cloud cover of Faerieland, there is a sheer drop over the edge to the ocean 10,000 feet below on the surface of Neopia. A ***Cloudbeast*** has found its way in from outside and has been using the cave as a nest. It will attack the party to defend its home. Dealing with the Cloudbeast violently or non violently will reward 1 level point. A passage leads back to **A17: Quaglor's Camp**.

Cloudbeast

medium primordial Neopet (Draik)

Armor Class 4 **Resistance Class** 4 (natural armor)
Hit Points 32
Speed 30 ft, fly 60 ft.

STR	DEF	AGI	END	MAG
8	15	23	16	14
d4	d6	d8	d6	d6

Skills Perception (Expert), Stealth **Damage Resistances** air -2 **Condition Immunities** charmed **Senses** blindsight 10 ft., passive Perception 5 **Languages** – **Motivations** Basic Need, Hunger *Cloudbeasts are what happens when the same kind of magic that kept Faerieland afloat wakes up on the wrong side of the bed.*	
Energetic 1. The Cloudbeast regains 1 SP at the start of each of its turns.	
Actions	**Action Points** 3 **Stamina Points** 3
Claw. *Melee Weapon Attack:* reach 5 ft. *Hit:* This attack deals 2 extra air damage. ***Frosty Breath (3 SP).*** The cloudbeast exhales a blast of frosty wind in a 15-foot cone. Each creature in that cone must make a successful contested Agility check or take 9 water damage and have its speed reduced by 10 feet until the start of the cloudbeast's next turn.	

A19. Valeane's Rebuke

A passageway leads back to **A17: Quaglor's Camp**. At the other end of this cavern, a heavy oaken door bars the path leading to **A20: the Queen's Sanctum**. The door is enchanted to be immune to all physical attempts to pick the lock or otherwise destroy the door. It can be opened using the iron key found in **A11: the Earth Faerie's Tears**.

A20. The Queen's Sanctum

A passage in this cavern leads back to **A19. Valeane's Rebuke.** A purple treasure chest is on a dais in the middle of this cave. It contains a Scroll of *Disguise Self*, a Scroll of *Night Vision*, a Scroll of *Hold Neopet*, a Battleaxe, and a flask of Alchemist's Fire.

Meeting Queen Fyora

Once the party has obtained a Meowclops by any means, they may proceed to the location in Faerie City provided by Queen Fyora. The Queen herself, however, is nowhere to be found. Looking towards the **Faerie Palace**, the Meowclops uses its magical eye to illuminate a nearby structure that was previously invisible. This is the legendary Hidden Tower, storehouse for all of Queen Fyora's most prized and dangerous treasures.

The tower shimmers, the spell of invisibility breached but not broken. If the party leaves the immediate area, the Hidden Tower will fade into the haze of Faerieland once more

until the Meowclops, or a similar effect that can reveal invisible structures, reveals it again.

The Queen may be missing, but something else is wrong. Smoke emerges from one of the tower's upper windows. The Queen may need the party's aid once more.

The Hidden Tower

Chaos greets the party as they open the great wooden doors to the tower's lobby. There are uncontained fires, and display cabinets are broken and smashed. Behind the counter, the incorporeal form of a ghost Kyrii can be seen. This is **Vorsh**, the ghost who serves as the tower's keeper for the Faerie Queen when she is not available herself.

Vorsh is beside himself in panic, as his only reason for existence post-death is to preserve Fyora's treasures. He informs the party that the tower has been breached by a nefarious force. Hubrid Nox, a warlock who has long plagued Faeries, managed to bypass the invisibility spell. He and his minions are raiding the tower, stealing the Queen's precious artefacts. Vorsh pleads with the party in stopping Hubrid, as by the time help arrives from the castle the warlock will already have made away with his stolen goods. Vorsh claims he last saw Hubrid on the tower's top floor, where the most powerful artefacts are stored.

B1. The Lobby

Vorsh remains behind the counter, fretting over the destruction of the tower's supplies. Display stands are smashed and broken, their contents either long gone or hopelessly ruined. A potion has been spilled on the floor, and its remains have soaked into a suit of Faerie-made fabric in pink and white, which is now utterly ruined beyond repair. A narrow staircase that curves around the inside wall of the tower leads upwards to **B2: the Viewing Gallery**. Next to the bottom of the staircase, the broken remains of a golden shield and a once-powerful wand can be found.

B2. The Viewing Gallery

An ***Eye of Nox*** stands guard in the centre of this room. It serves as Hubrid's sentry, and once it is alerted to the party's presence, Hubrid Nox and the rest of his minions know their location while the Eye of Nox can see them. Dealing with the Eye violently or non

violently will reward 1 level point. The masonry on the south wall of this floor is markedly newer than that of the other walls, as if something large broke through and destroyed it in the past. A staircase leads back down to **B1: the Lobby**, while another staircase on the opposite side of the room leads upwards to **B3: Storeroom**.

Eye of Nox

medium Neopet (Chia)

Armor Class 3 **Resistance Class** 3
Hit Points 30
Speed 30 ft.

STR	DEF	AGI	END	MAG
15 d6	15 d6	15 d6	15 d6	15 d6

Skills History, Insight
Senses passive Perception 3
Languages Common
Motivation Goal, Ideal, Information
Loyally and fanatically devoted to Hubrid Nox and his agenda, blessed with the honor of sharing their sight with their master.

Nox's Devoted. The Eye of Nox has advantage on saving throws and checks against being charmed or frightened.

Actions

Action Points 3
Stamina Points 3

Dark Quarterstaff. *Melee Weapon Attack:* reach 5 ft.

B3. Storeroom

A ***Heart of Nox*** stands ahead of the party in this room. Dealing with the Heart violently or non violently will reward 1 level point. A staircase leads back down to **B2: the Viewing Gallery**, while another leads upwards to **B4: Lyra's Chamber**. A locked door besides the latter staircase can be picked with a Slight of Hand check at a DC of 6. The key to this door cannot be found within the Hidden Tower, as Queen Fyora keeps it on her person. Inside the storeroom, there is a chest containing a Royal Paint Brush.

Heart of Nox

medium Neopet (Neopet, Chia)

Armor Class 4 **Resistance Class** 4
Hit Points 50
Speed 30 ft.

STR	DEF	AGI	END	MAG
12	25	8	25	7
d6	d8	d4	d8	d4

Skills Athletics, History
Senses passive Perception 2
Languages Common
Motivation Goal, Ideal, Social
Connected to their master through an unspeakably dark pact, loyally throwing themselves at any of Hubrid's problems.

Nox's Devoted. The hand of Nox has advantage on saving throws against being charmed or frightened.

Actions

Action Points 3
Stamina Points 3

Dark Sword. *Melee Weapon Attack:* reach 5 ft. *Hit:* This attack deals 2 extra damage.

B4. Lyra's Chamber

A ***Hand of Nox*** is in this room, busy setting fires when the party arrives. It wreathes the staircase behind it with flames, preventing passage upwards to **B5: Fyora's Personal Store**. The flames are extinguished when it is defeated or otherwise becomes no threat to the party, and the party gains 1 Level Point. The flames can be removed with the Dispel power. Another staircase leads back down to **B3: Storeroom**.

Hand of Nox

medium Neopet (Neopet, Chia)

Armor Class 3 **Resistance Class** 3 (cloth armour)
Hit Points 24
Speed 30 ft.

STR	DEF	AGI	END	MAG

6 d4	8 d4	15 d6	12 d6	22 d8
Skills Arcana, History **Senses** passive Perception 2 **Languages** Common **Motivation** Goal, Ideal, Greed *Blessed with a taste of their master's power, in exchange for lending their energy when Hubrid knocks.*				
Nox's Devoted. The hand of Nox has advantage on saving throws against being charmed or frightened.				
Actions	**Action Points** 3 **Stamina Points** 3			
Darkblast. *Ranged Spell Attack:* reach 20 ft. *Hit:* This attack deals 1 extra damage, and it deals dark damage instead of physical damage.				

B5. Fyora's Personal Store

This is the top of the Hidden Tower. A staircase leads back down to **B4: Lyra's Chamber**. Hubrid Nox is in this room, waiting for the party if the Eye of Nox down below alerted him. Otherwise, he turns to see them with mild surprise and a ruthless smirk. Around Hubrid, the remains of the Hidden Tower's rarest stock are scattered and broken.

Dealing with Hubrid Nox

When the party encounters Hubrid Nox atop the Hidden Tower, the Chia presents them with a choice. He claims he recognises the entrepreneurial spirit of the party. If they allow him to leave without incident, taking his ill-gotten gains with him, he will allow the party to keep one of the magical artefacts in return. If the party accepts the deal, Hubrid teleports away, madly cackling. He leaves a Hubrid's Puzzle Box in his wake. If the party rejects Hubrid's deal, he becomes incandescent with rage and attacks.

Hubrid flinches back after taking damage that would reduce him to 0 hit points, evil necromancy protecting him from death. He scolds the party and remarks they have made a powerful enemy. He conjures a portal, which disappears after he enters it. What little remains of the Hidden Tower's stock after his rampage is saved.

Hubrid Nox, Tower Conqueror

medium Neopet (Chia)

Armor Class 4 (magic armour) **Resistance Class** 5 (magic armour)
Hit Points 75
Speed 30 ft.

STR	DEF	AGI	END	MAG
23	18	26	30	33
d8	d6	d8	d8	d10

Saving Throws Def (d8), Mag (d12)
Skills Arcana, History, Perception
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 3
Languages Common
Motivation Goal, Greed, Respect, Vanity
Hubrid Nox is the most famous and most feared warlock in Neopia by far. A master of dark magic with legions of minions at his disposal, he loves carrying out his evil power-grabs.

Spellcasting. Hubrid Nox knows the following spells:
0 SP: *disguise self, hand of Jub, prestidigitation*
3 SP: *fireball, hold Neopet, animate dead*

Actions

Action Points 4
Stamina Points 6

Hubrid's Noxious Blade. *Melee Weapon Attack:* reach 5 ft. *Hit:* If the target is a Lupe, this attack does double damage.
Warlock's Rage (2 AP). Hubrid Nox makes the following Power attack twice: *Ranged Power Attack:* reach 120 ft. *Hit:* 4 dark damage.
Nox's Vision. Hubrid Nox chooses an Eye of Nox in the same dimension as him. Until the end of his next turn, he can see through that creature's eyes and hear what it hears.

Ending

Regardless of how Hubrid is dealt with, when he flees the tower, any of his remaining minions within the tower disappear, and the party gains 10 Level Points.

Vorsh reaches the top of the tower to thank the party for their help in saving the remains of the Queen's collection, though he despairs that Hubrid was able to destroy and take many items before the party stopped him. Vorsh is followed by Queen Fyora, who echoes the thanks of the ghost. She says Hubrid has been a terror to Faeries for years, but it is not their way to strike back in vengeance, no matter how tempting it might be. Even now, she maintains hope that Hubrid Nox can experience a change of heart.

She gladly accepts the stray Meowclops from the party, though she claims it has now formed a bond with them, and it would be cruel to break it. She allows them to keep the Petpet. If the party substituted another Meowclops for the one in the Faerie Caves, whoever presents the Meowclops to the Queen must pass a DC 4 Persuasion check to successfully deceive her. The Queen then asks what Hubrid said when he was confronted. The party can decide to lie to the Queen if they took Hubrid's deal but must pass a DC 6 Persuasion check to do so successfully.

If the party decides to lie to Fyora and fails either of the two Persuasion checks, or if the party tries to deceive Fyora twice regardless of passing or failing the checks, she sees through their lies. She is disappointed in the party rather than angry. She says she will struggle to ever trust them again, though she stops short of exiling them from Faerieland. As with Hubrid, she believes redemption is always possible.

If the party successfully managed to deceive Fyora or truthfully gave her the correct Meowclops and fought Hubrid, she further rewards them for their help. She presents them with a Sword of Skardsen, one of the tower's remaining artefacts. She will also unlock the door in **B3: Storeroom** to allow the party to claim the Royal Paint Brush if they wish, unless the door has been opened already by other means. If the group intends to play the Fall of Faerieland campaign module immediately after this adventure, and the party remains on friendly terms with Queen Fyora, she mentions to them that she hopes they will stay in Faerieland, as the Faerie Festival is due to start soon. She declares they all deserve the celebration.

This work includes material from the System Reference Document 5.2.1 ("SRD 5.2.1") by Wizards of the
Coast LLC, available at https://www.dndbeyond.com/srd. The SRD 5.2.1 is licensed under the Creative
Commons Attribution 4.0 International License, available at https://creativecommons.org/licenses/by/4.0/legalcode.